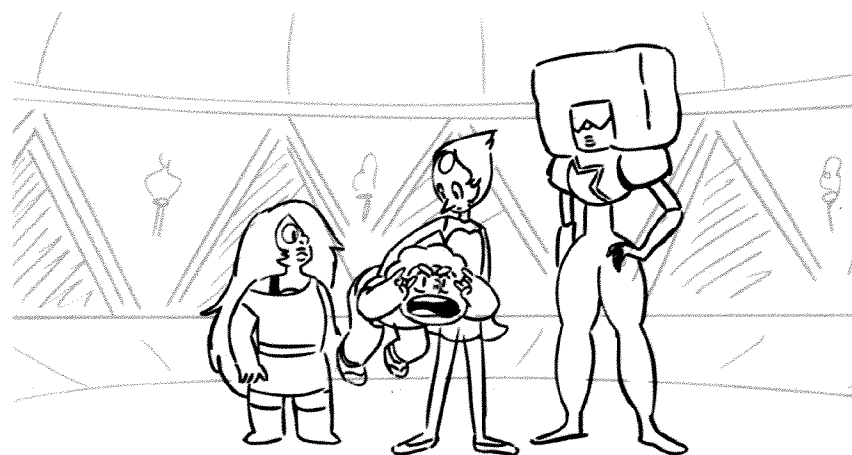


STEVEN & UNIVERSE



"Serious Steven"

DISTRIBUTION:
VIA DAX

PRODUCTION #: **1020-007**

Date:

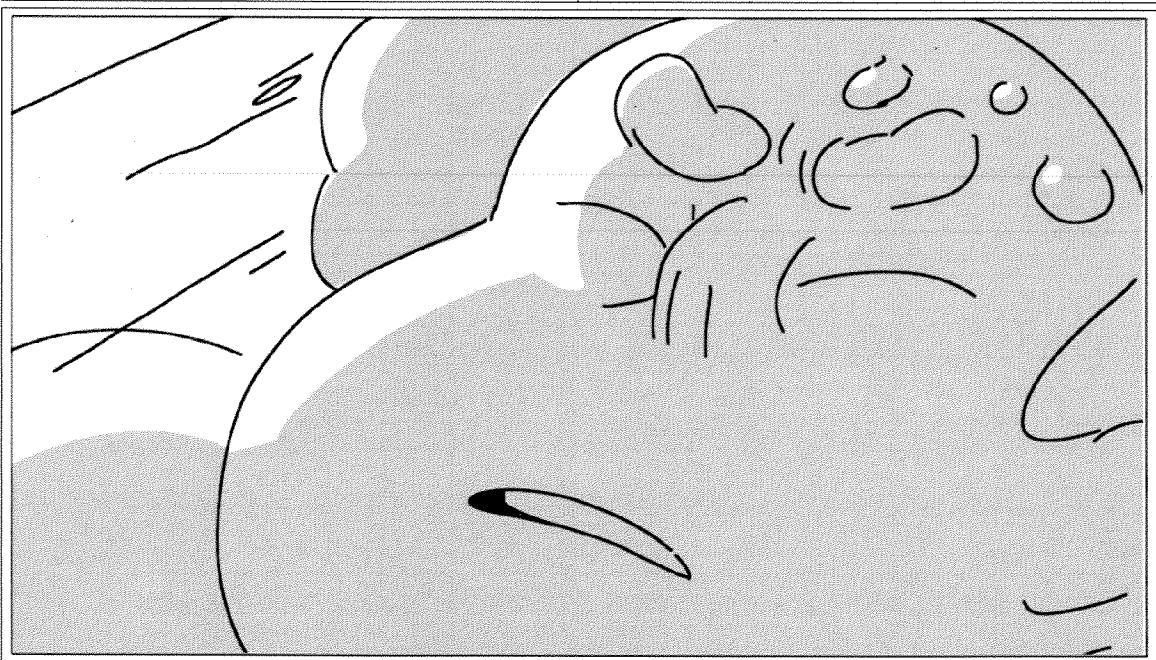
Pitch	
Revised	
Approved	
Conformed	
Final	JUN 10 2013

1020-007

1020-007

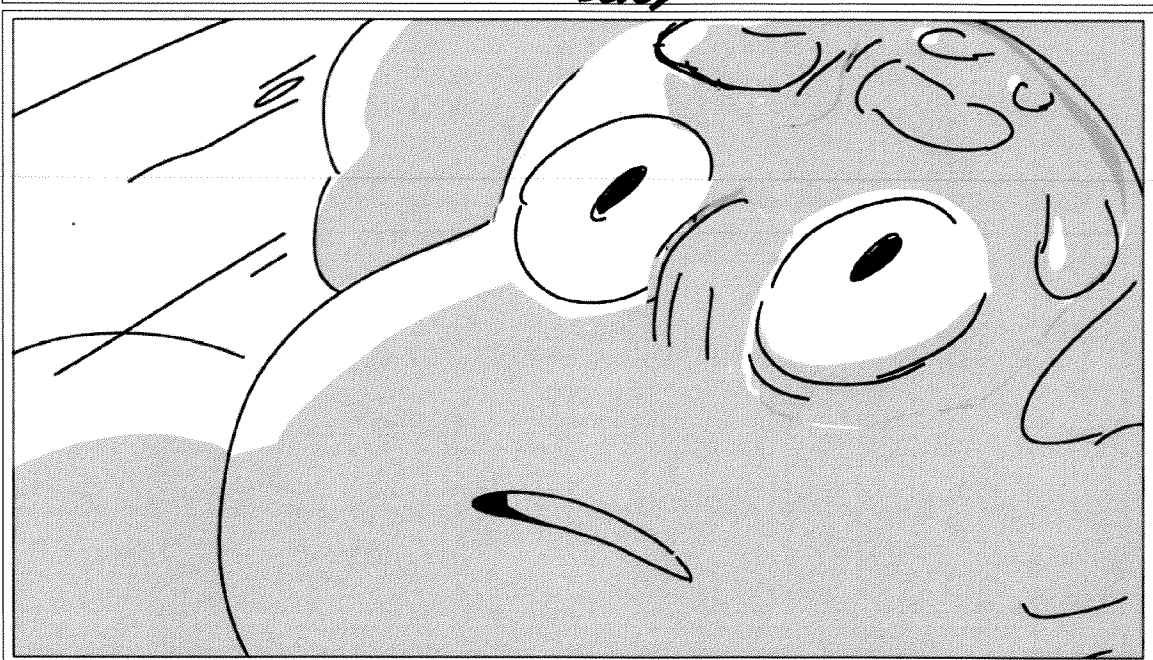
1020-007

Scene	Panel
1	1



Slugging
1.06

Scene	Panel
1	2



Slugging
1.08

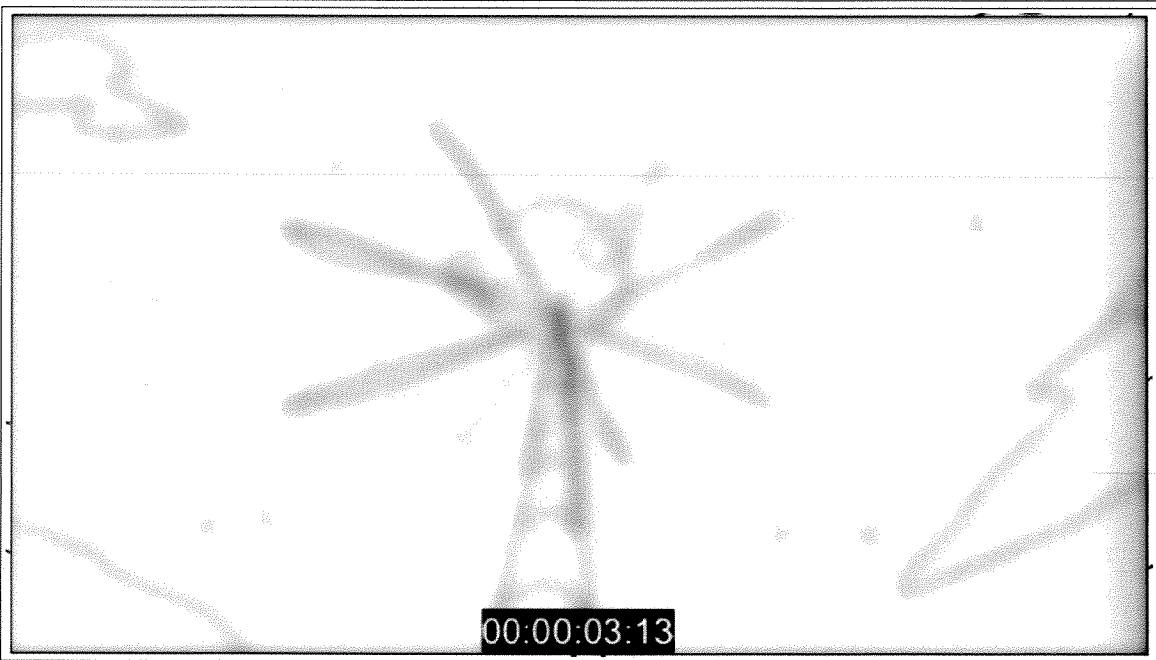
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
2	1



Slugging
3.00

Scene	Panel
3	1



Slugging
0.14

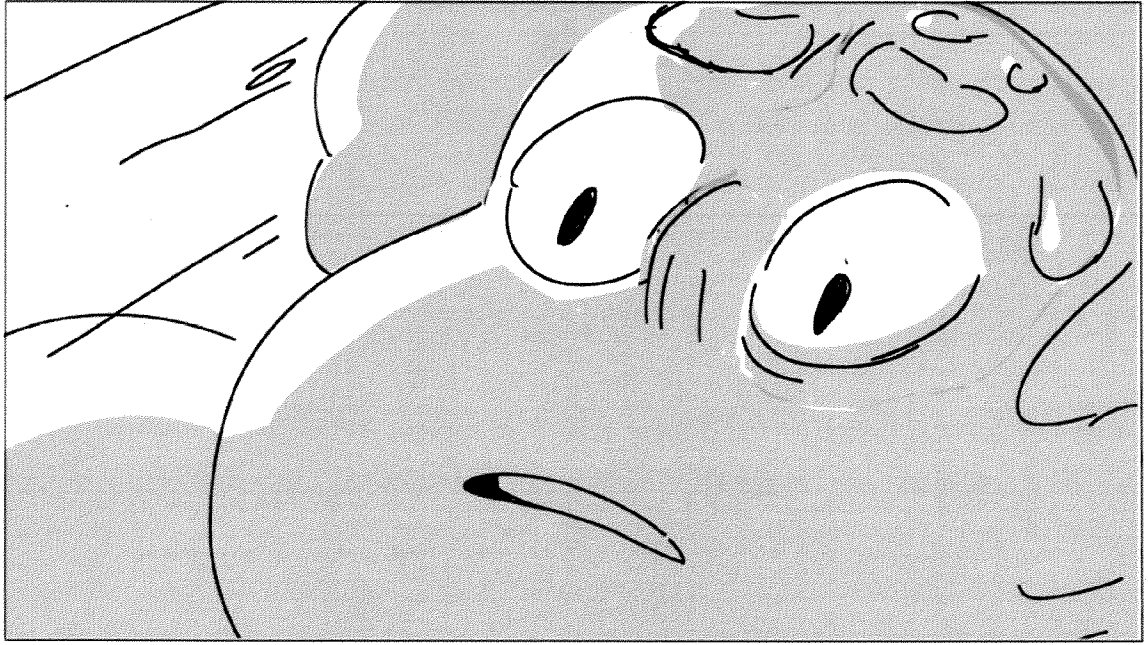
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
3	2



Slugging
1.02

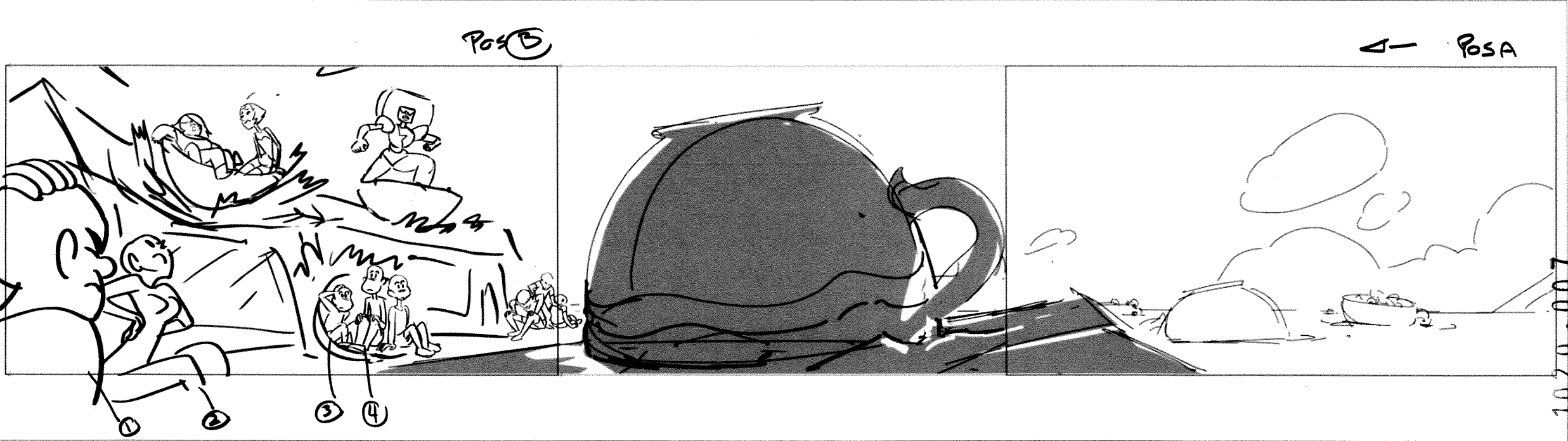
JUN 10 201

1020-007

1020-007

1020-007

Scene	Panel
4	1



Action Notes

Foreground teacup pans screen right to left.
Start out of focus.
Foreground teacup comes into focus, BG out of focus.
Teacup passes, background comes into focus.

Slugging

HOLD: 1.01
Then ADJ: 3.11
Then HOLD: 1.06

JUN 10 2013

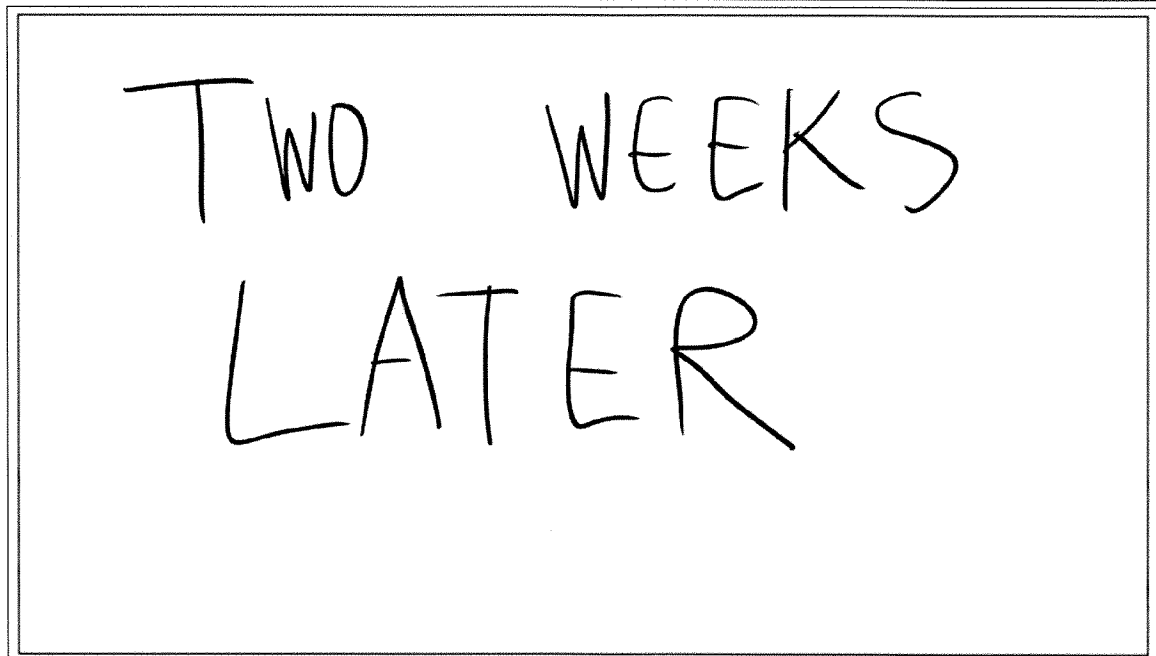
1020-007

Scene	Panel
5	1



Slugging
1.05

Scene	Panel
6	1



Slugging
2.12

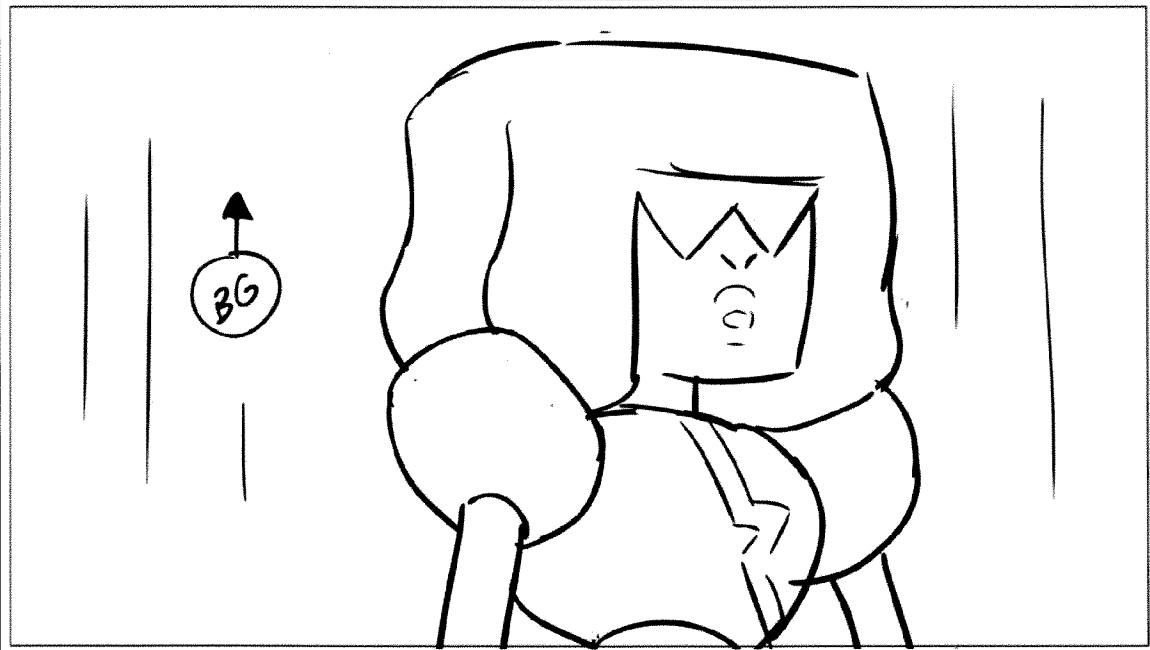
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
7	1



Dialog

GARNET: PAY ATTENTION STEVEN,

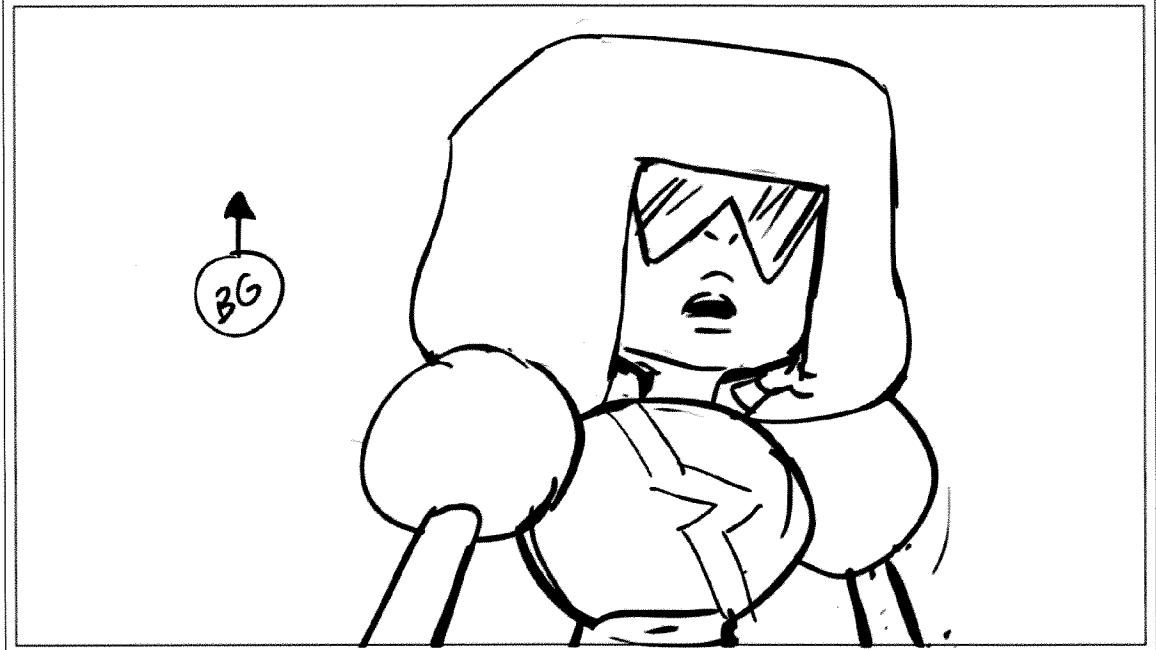
Action Notes

GARNET (and all the GEMS) are travelling via warp

Slugging

Panels 1 + 2 = 6.01

Scene	Panel
7	2



Dialog

GARNET: THIS IS GOING TO BE YOUR FIRST SERIOUS MISSION.

JUN 10 2013

1020-007

1020-007

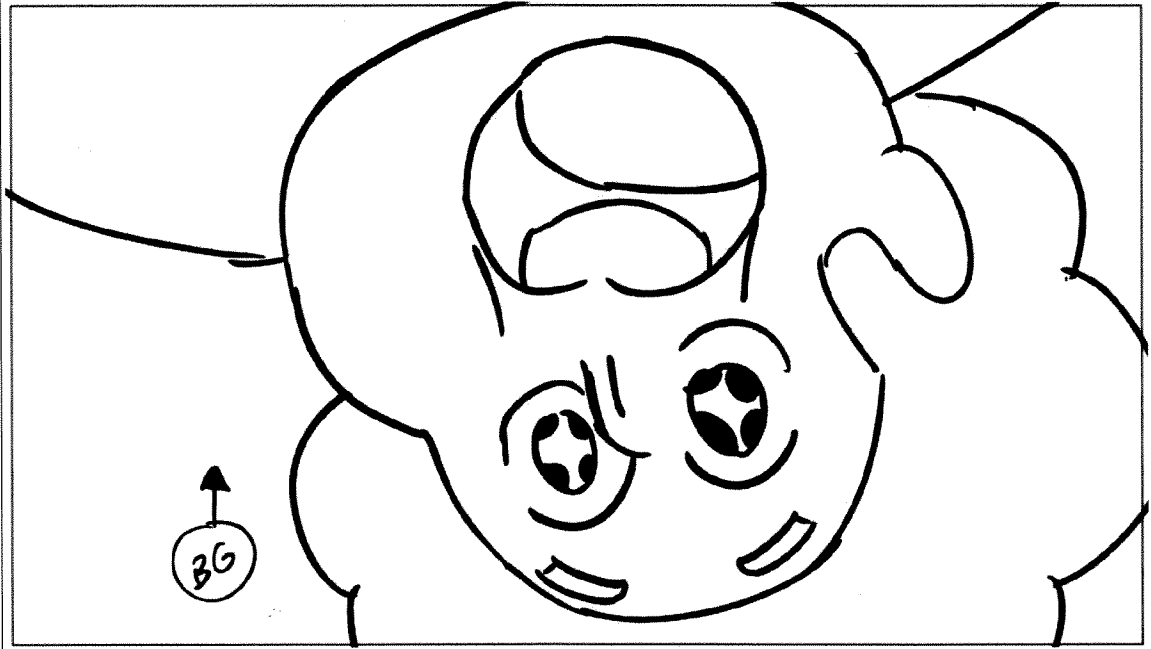
Scene	Panel
8	1



Dialog
GARNET (off-screen): YOU NEED TO BE READY.

Slugging
2.12

Scene	Panel
8	2



Dialog
STEVEN: YES!!! I'M READY!

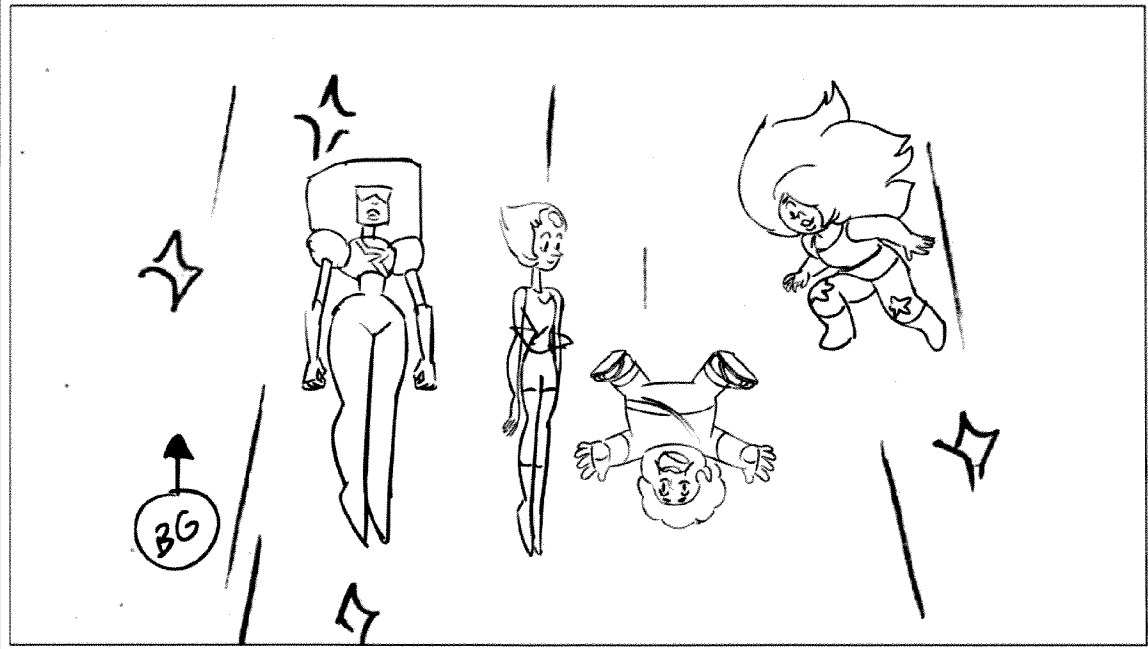
Slugging
2.07

JUN 10 2013

1020-007

1020-007

Scene	Panel
9	1



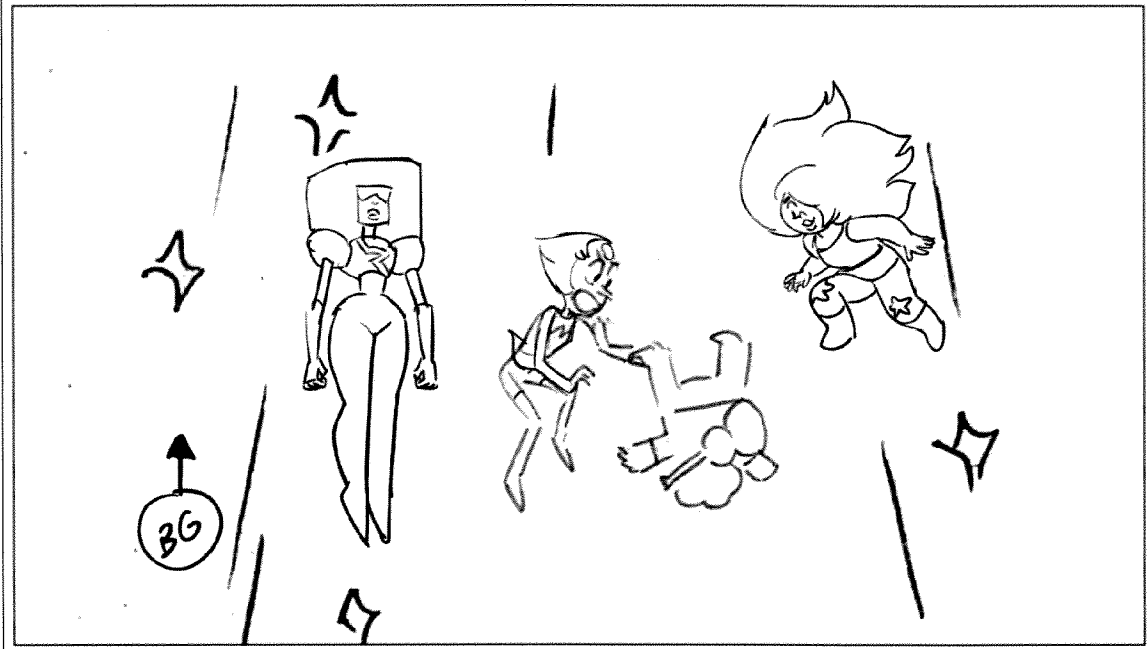
Dialog

STEVEN: I'M SO READY!

Slugging

2.01

Scene	Panel
9	2



Dialog

PEARL: STEVEN COME ON YOU'RE GOING...

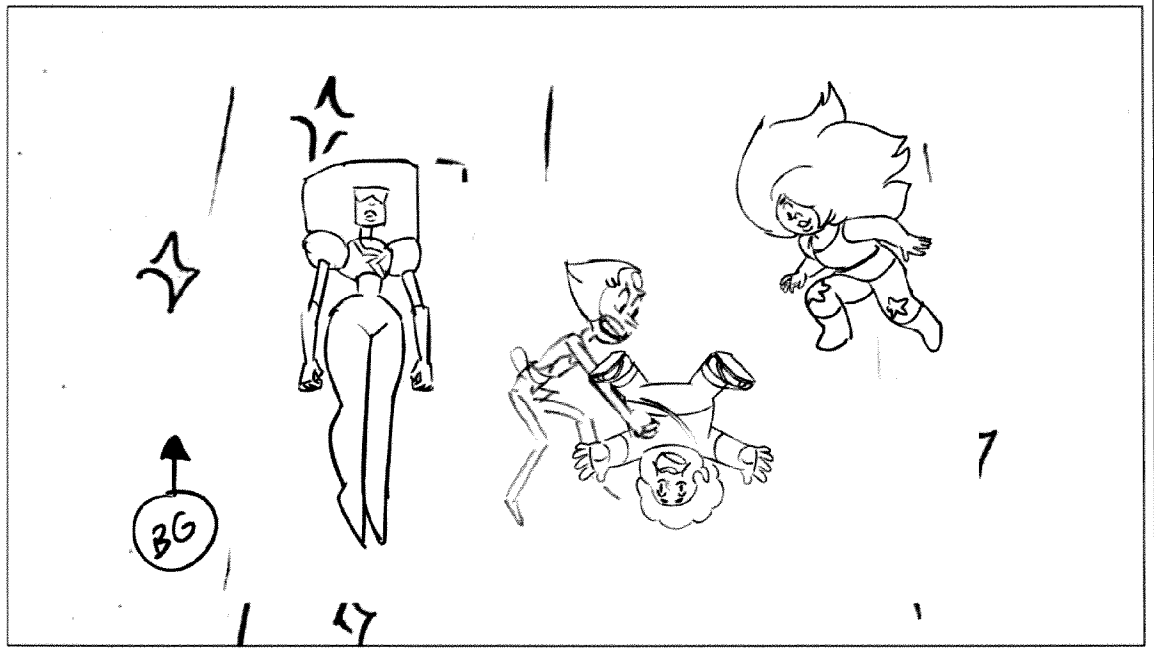
Slugging

1.11

Notes

Garnet and Amethyst need to be nearby.

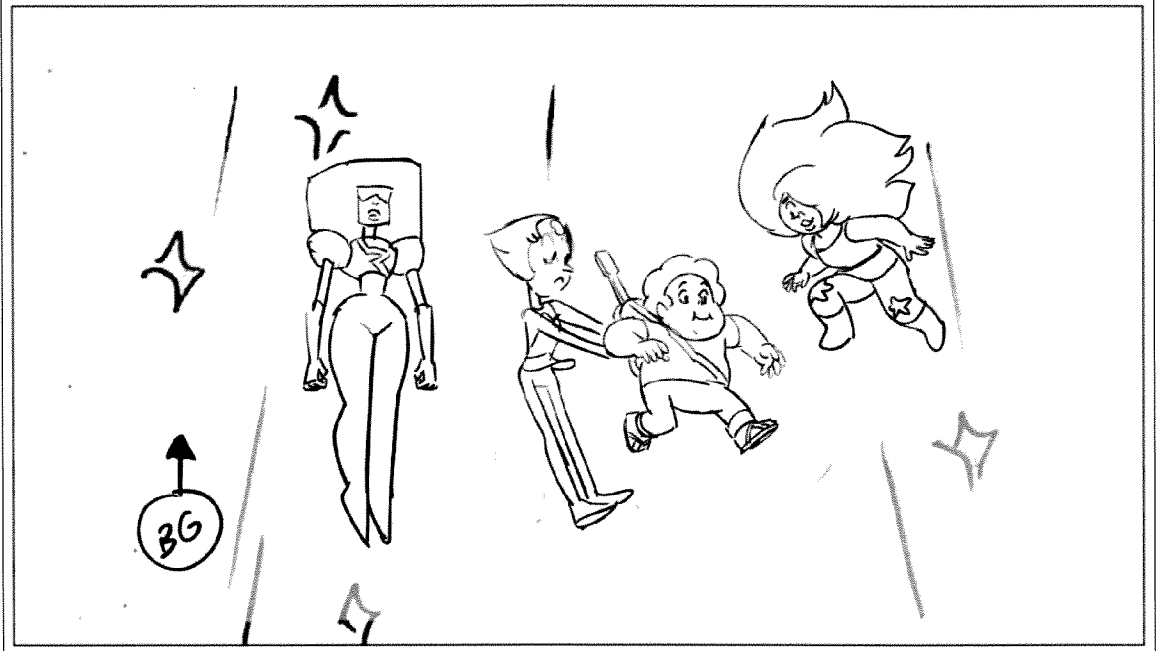
Scene Panel
9 *CONT* 3



Dialog
PEARL: ...TO MAKE YOURSELF...

Slugging
0.15

Scene Panel
9 *CONT* 4



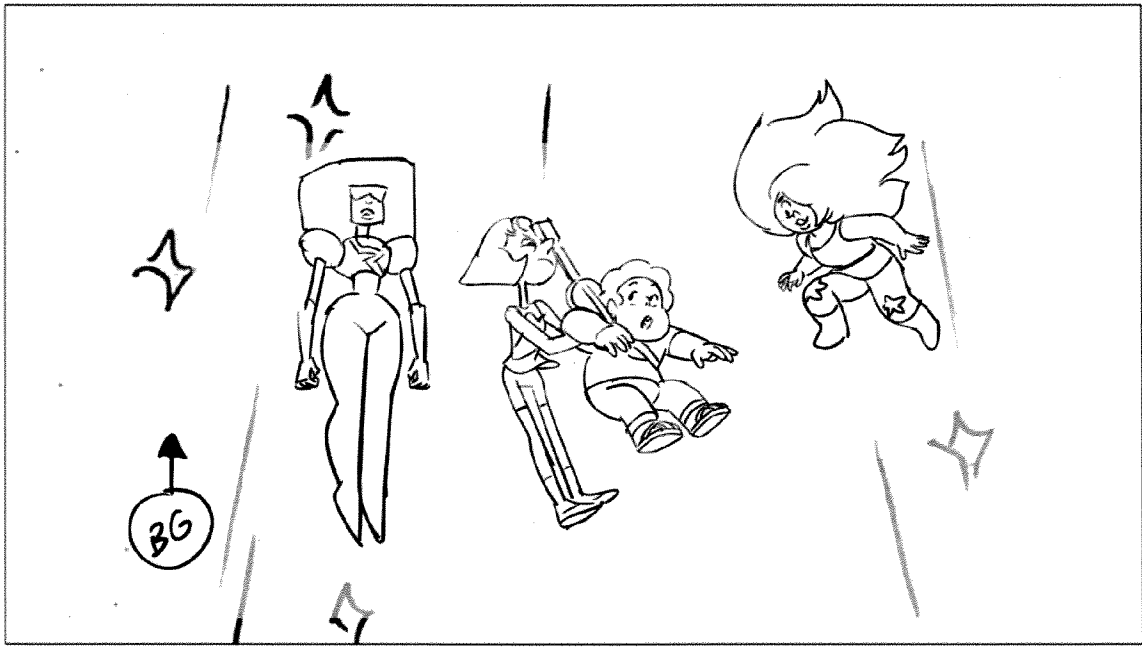
Dialog
PEARL: ...SICK!

Slugging
0.14
JUN 10 2013

1020.007

1020.007

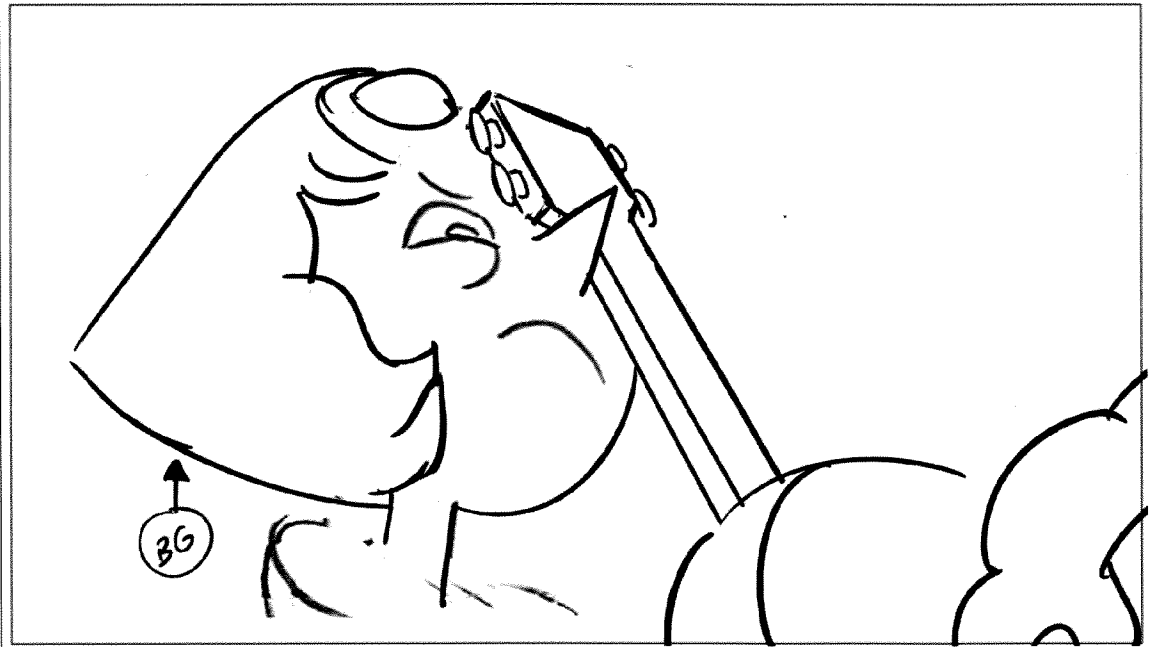
Scene 9 *CONT* Panel 5



Action Notes
STEVEN accidentally smacks PEARL in the face with the neck of his ukelele.

Slugging
0.12

Scene 10 Panel 1



Slugging
1.00

JUN 10 2013

1020-007

1020-007

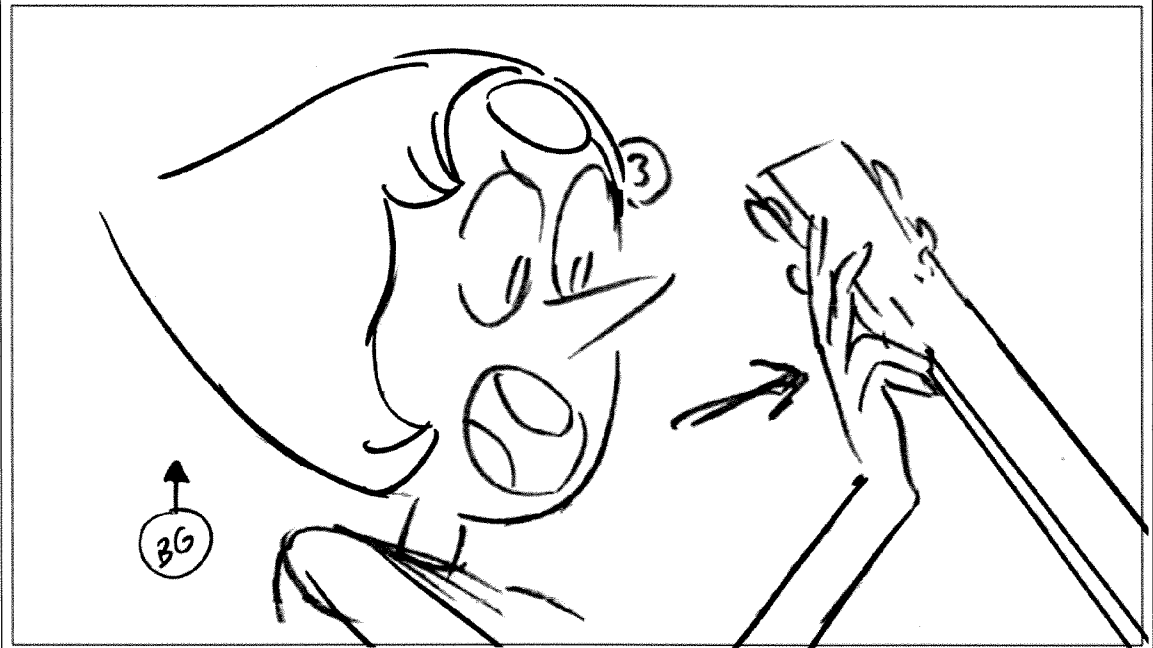
1020-007

Scene	Panel
10	2
<i>CONT</i>	



Slugging
0.06

Scene	Panel
10	3
<i>CONT</i>	



Dialog
PEARL: WHY DID YOU BRING THAT?!

Slugging
2.13

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
11	1



Slugging
1.07

Scene	Panel
11	2 <i>CONT</i>



Dialog
STEVEN: I DUNNO!

Action Notes
STEVEN throws his arms up

JUN 16 2007

Slugging
2.12

1020-007

1020-007

Scene	Panel
11	cont



Dialog

STEVEN: I WAS EXCITED AND IT'S MINE AND I LIKE IT!

Action Notes

UKELELE starts to float away from STEVEN

Slugging

2.02

Scene	Panel
11	cont



Dialog

STEVEN: - OH!

Slugging

1.06

JUN 10 2013

1020-007

1020-007

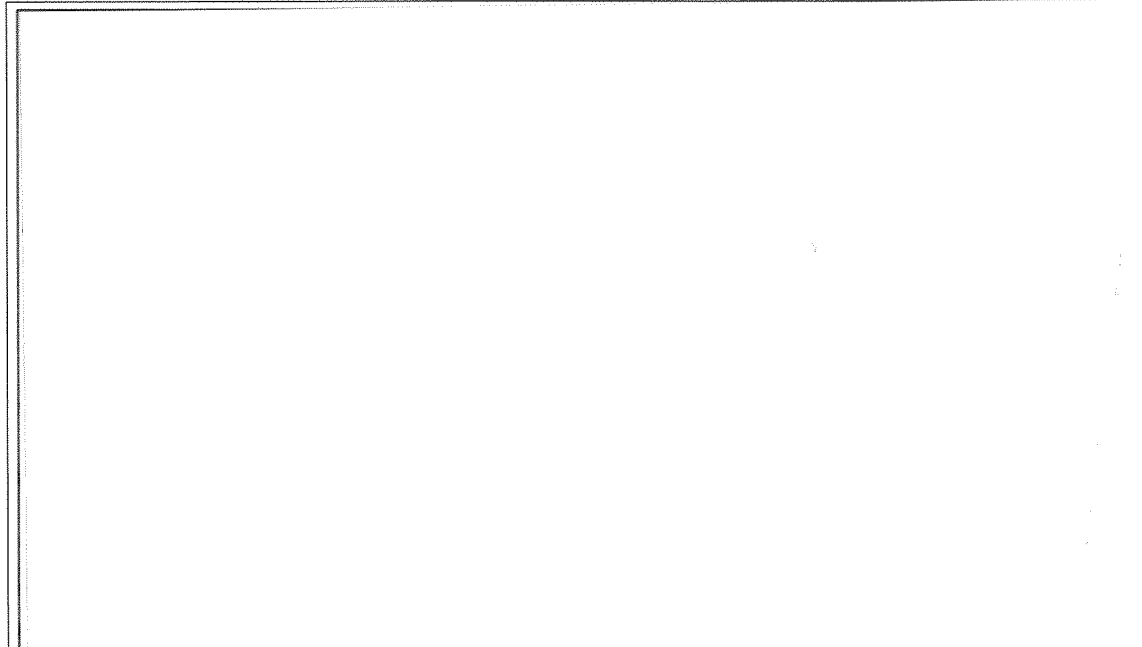
1020-007

Scene	Panel
12	1



Slugging
0.09

Scene	Panel



S
E

JUN 10 2013

1020-007

1020-007

1020-007

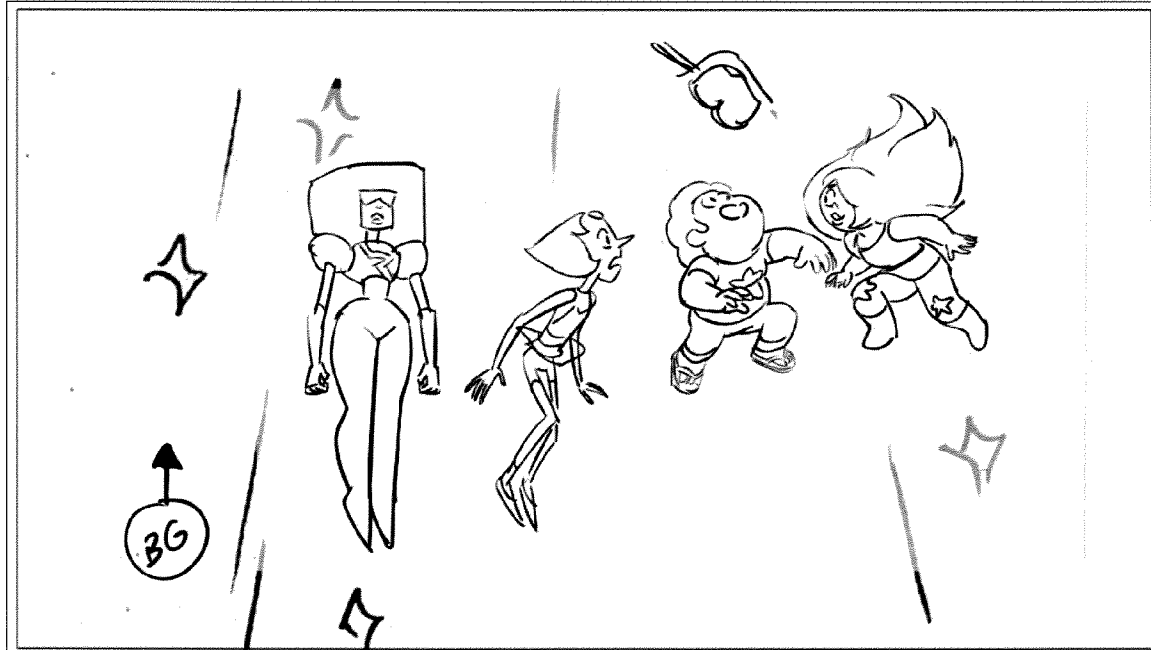
Scene

Panel

12

cont

3



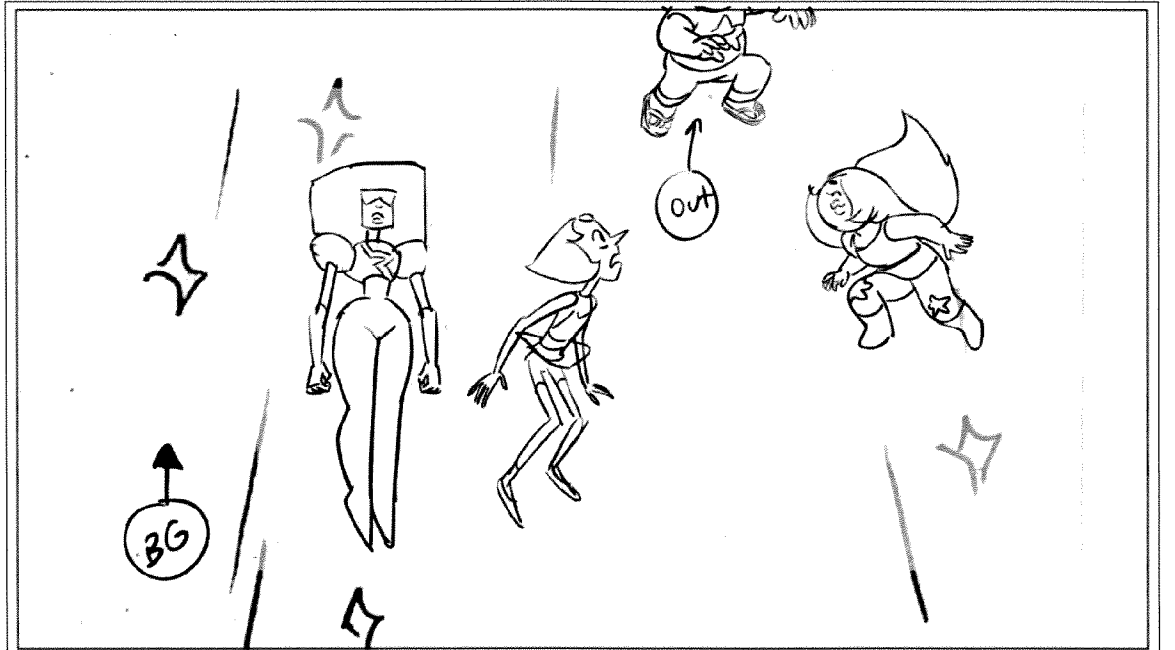
Scene

Panel

12

2 CONT

1



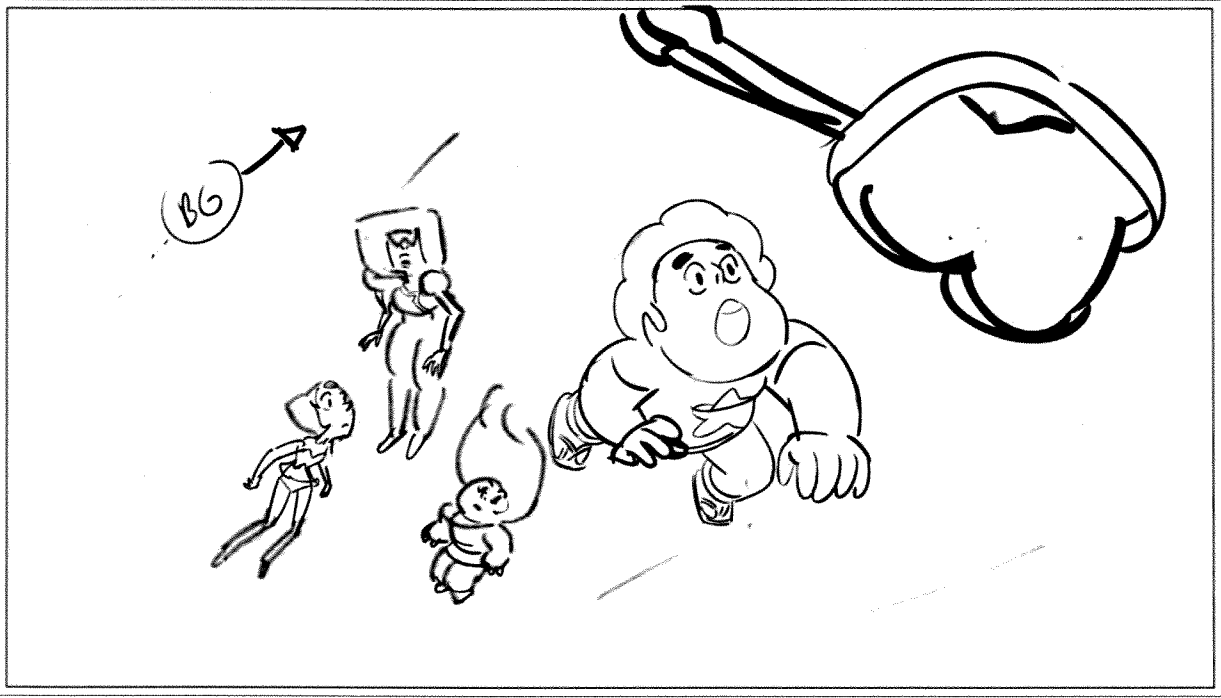
JUN 10 2013

1020.007

1020.007

1020-007

Scene	Panel
13	1



Dialog

PEARL: STEVEN GET BACK HERE!

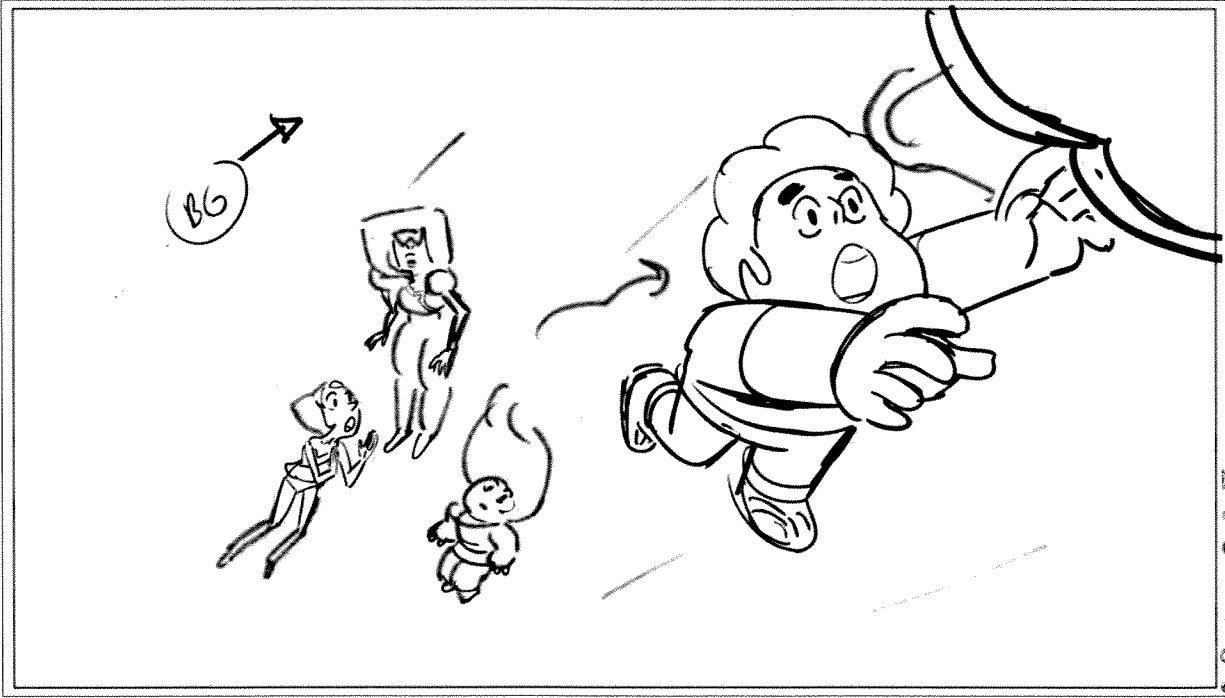
Slugging

Panels 1 + 2 = 2.05

Notes

Garnet and Amethyst are missing in previous scenes. How close they are to each other in this shot, they would appear in previous scenes.

Scene	Panel
13	2



Dialog

PEARL: STEVEN GET BACK HERE!

JUN 10 2013

Notes

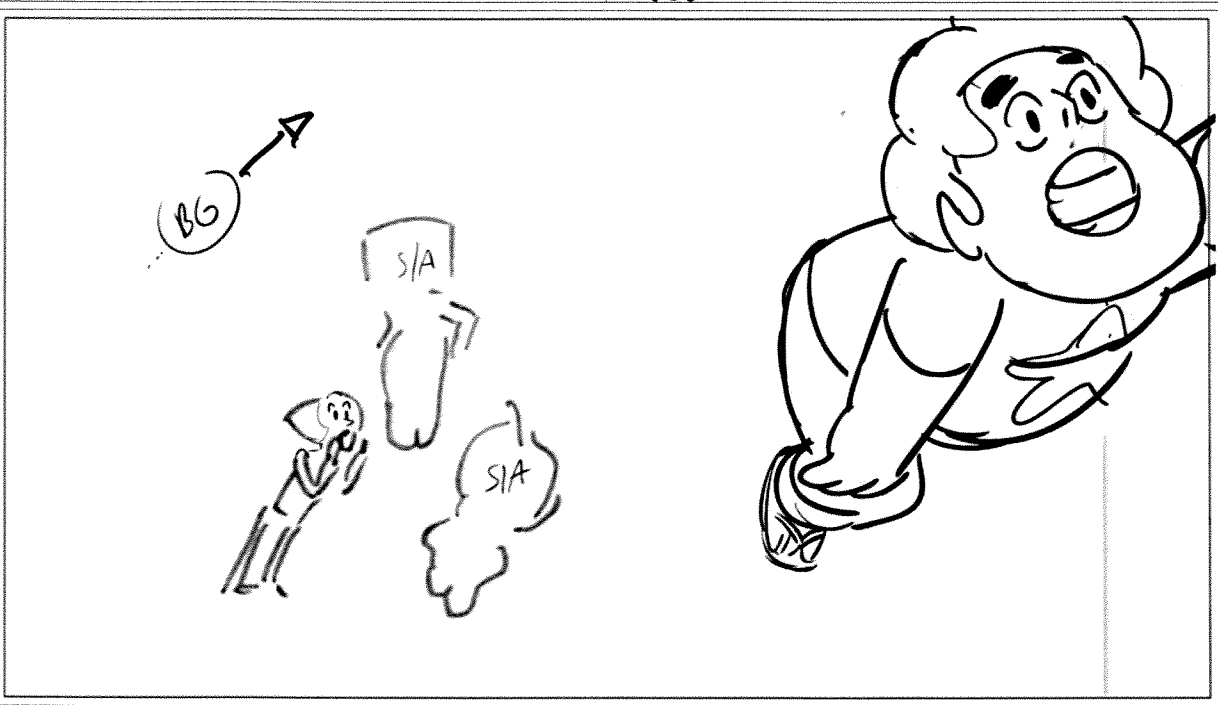
Garnet and Amethyst are missing in previous scenes. How close they are to each other in this shot, they would appear in previous scenes.

1020-007

1020-007

1020-007

Scene	Panel
13	CONT 3



Dialog

PEARL: YOU COULD GET SERIOUSLY —

Slugging

2.03

Scene	Panel
14	1



Slugging

0.06

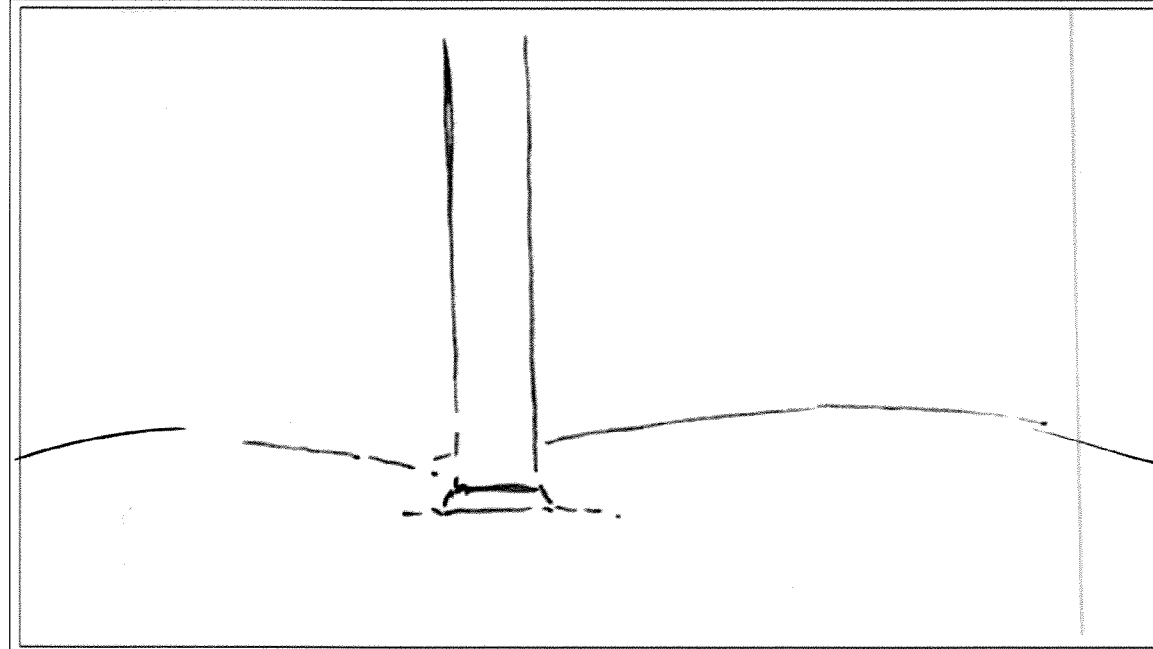
JUN 10 2013

1020-007

1020-007

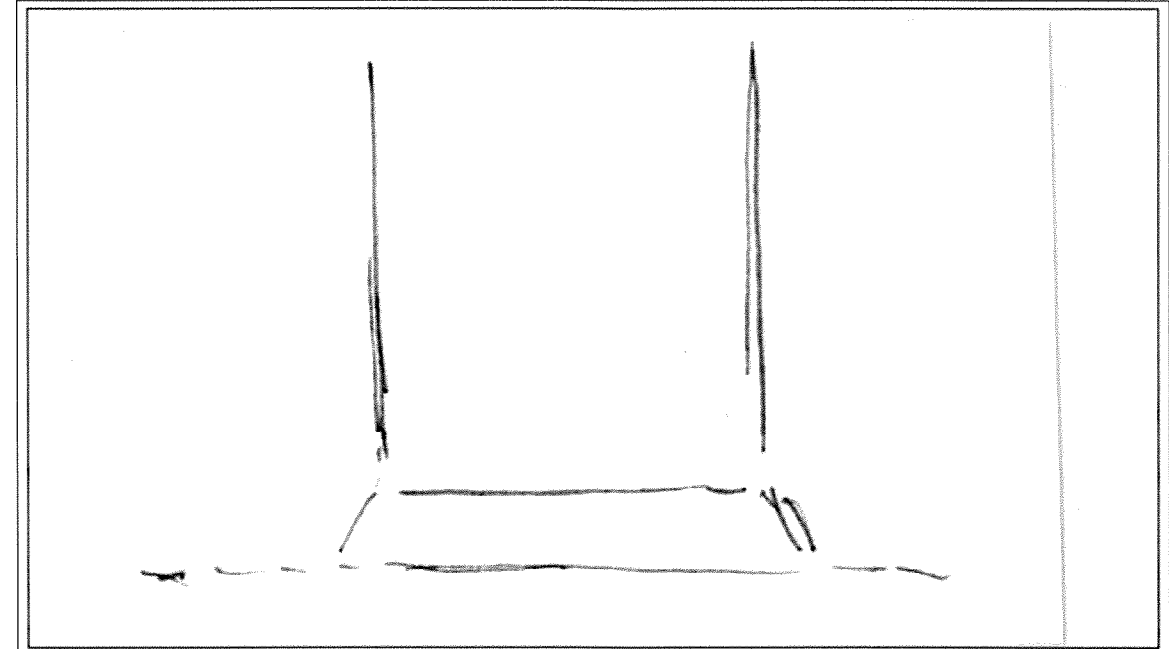
1020-007

Scene	Panel
14	cont
	2



Slugging
0.11

Scene	Panel
14_A	1



Slugging
0.13

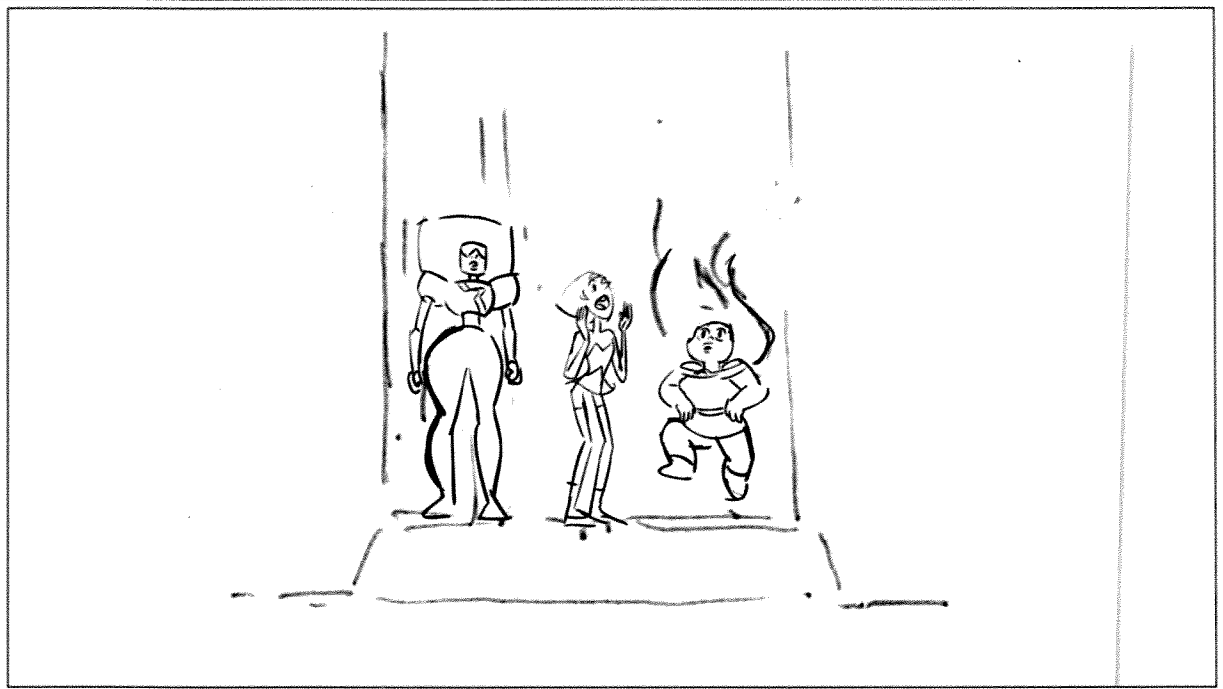
JUN 10 2013

1020-007

1020-007

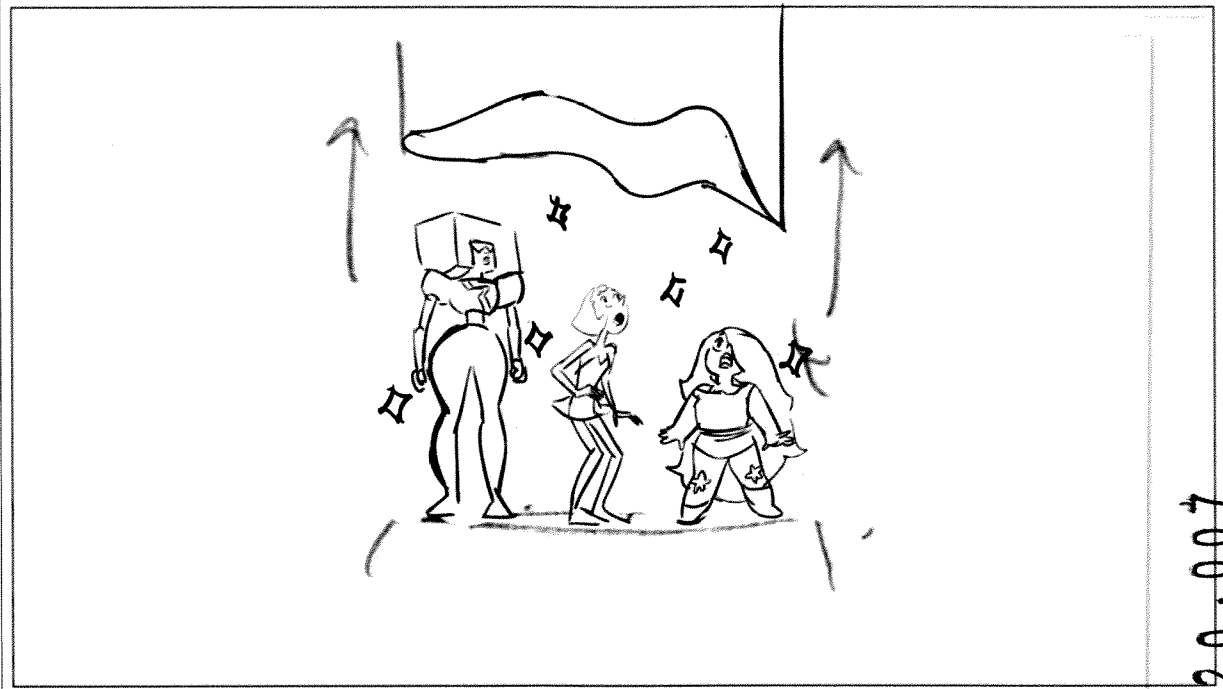
1020-007

Scene 14_A Panel 2



Slugging
0.06

Scene 14_A Panel 3



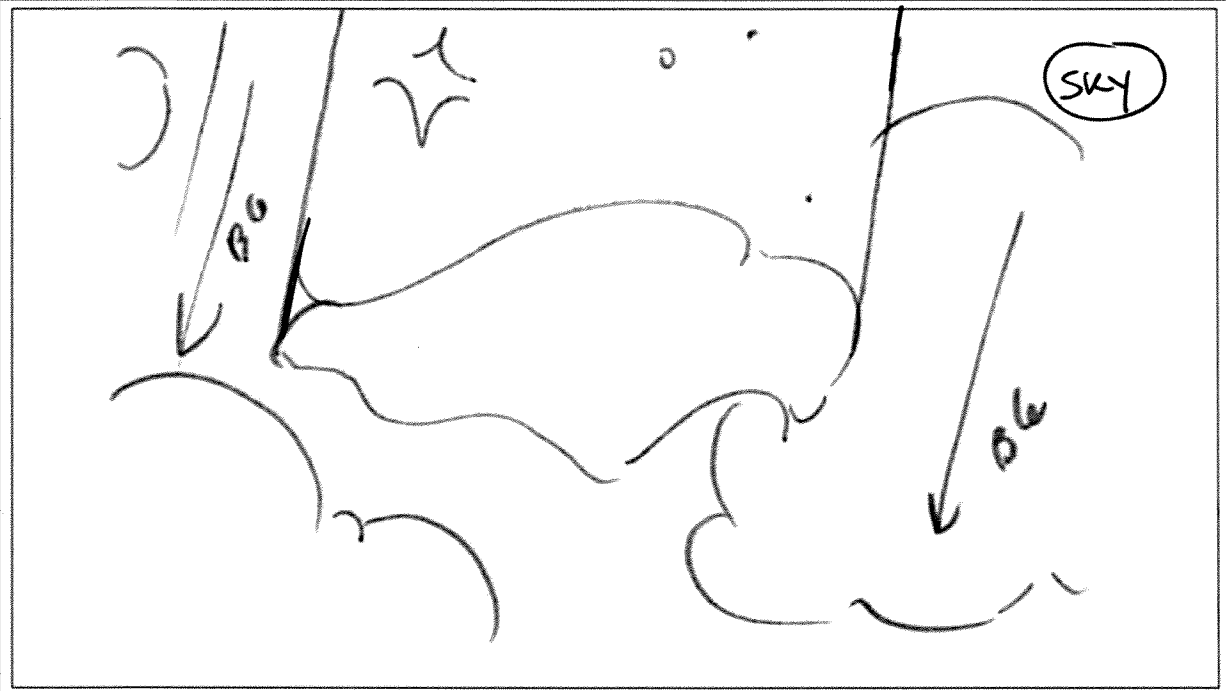
Dialog
PEARL: ...HURT!

Action Notes
Beam heads up.

JUN 10 2013

Slugging
1.10

Scene	Panel
15	1



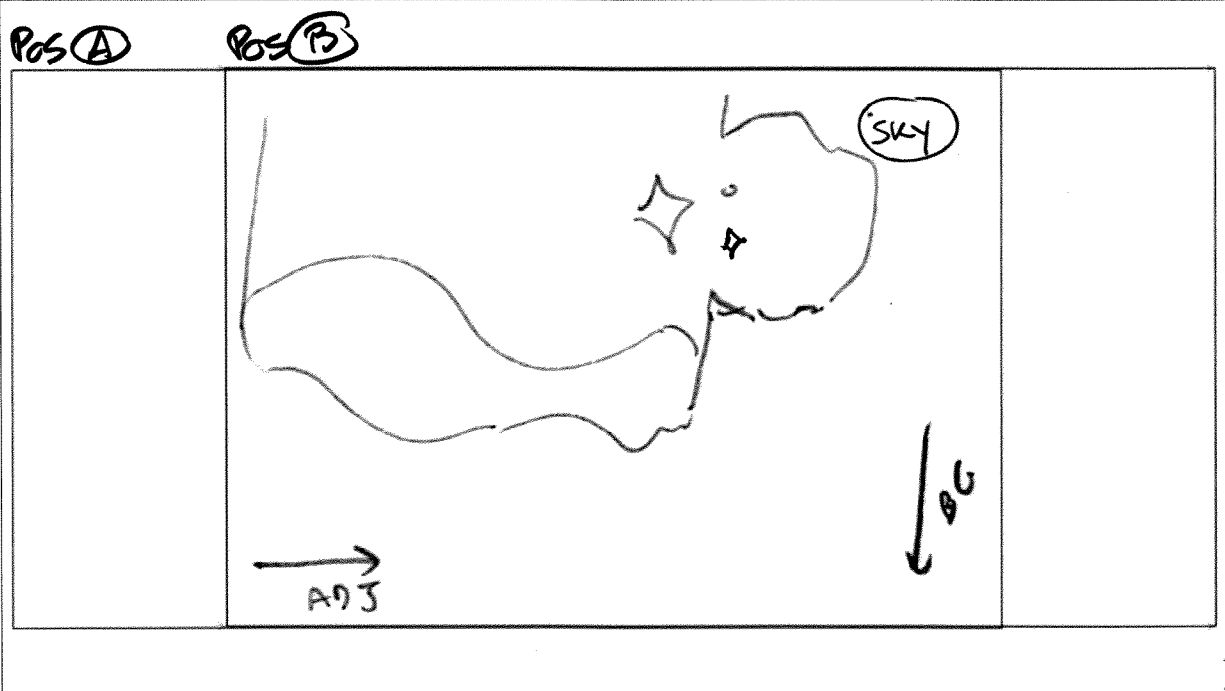
Action Notes

Background moves down.

Slugging

1.03

Scene	Panel
15	2



Action Notes

Background moves down.

Slugging

ADJ: 0.04

JUN 10 2013

Scene	Panel	
	15	CONT
		3



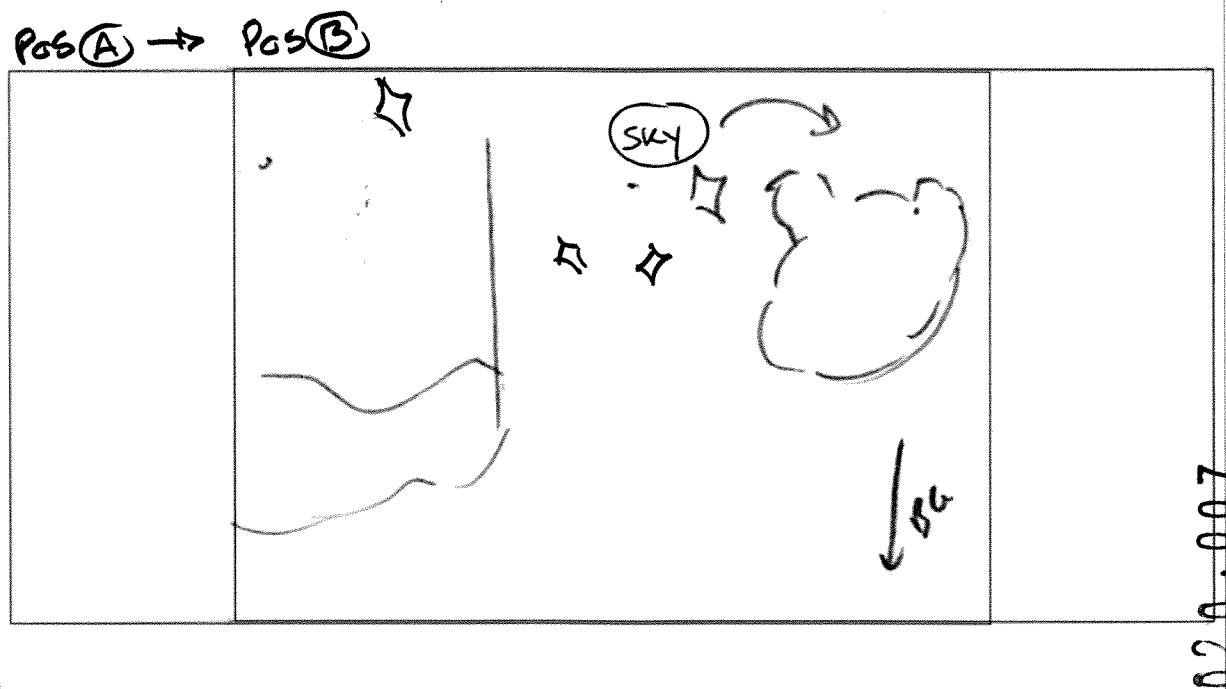
Action Notes

Background moves down.

Slugging

0.04

Scene	Panel	
	15	CONT
		4



Action Notes

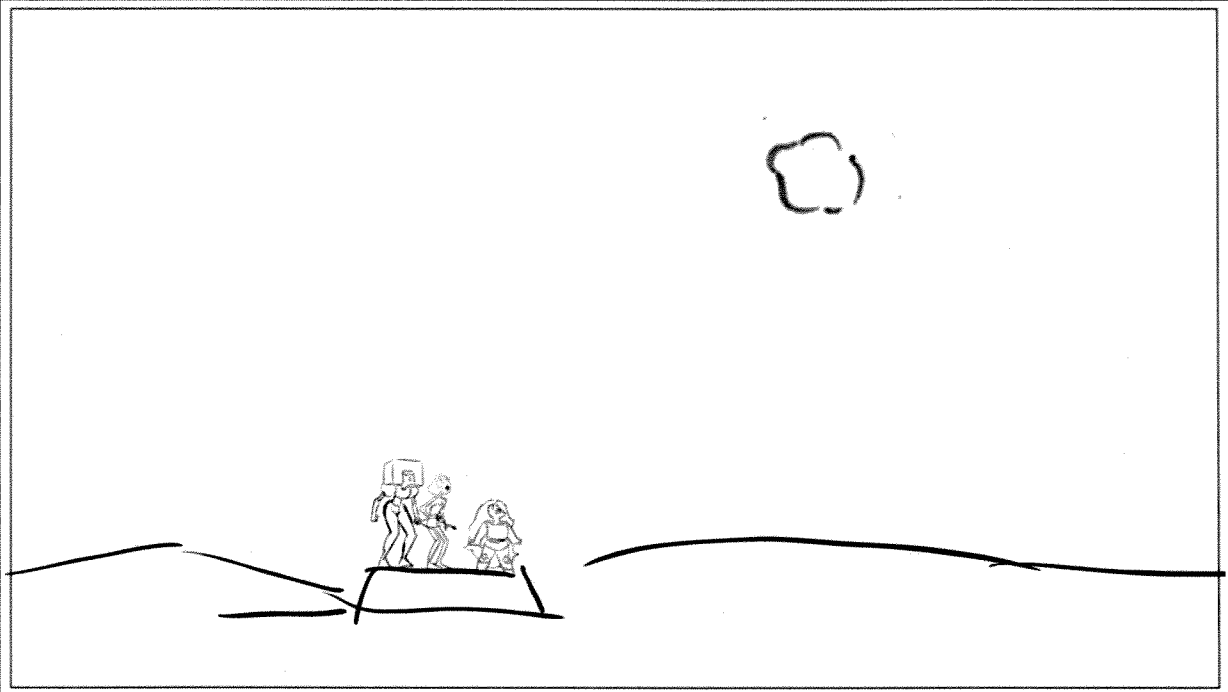
Background moves down.

Slugging

ADJ: 0.08

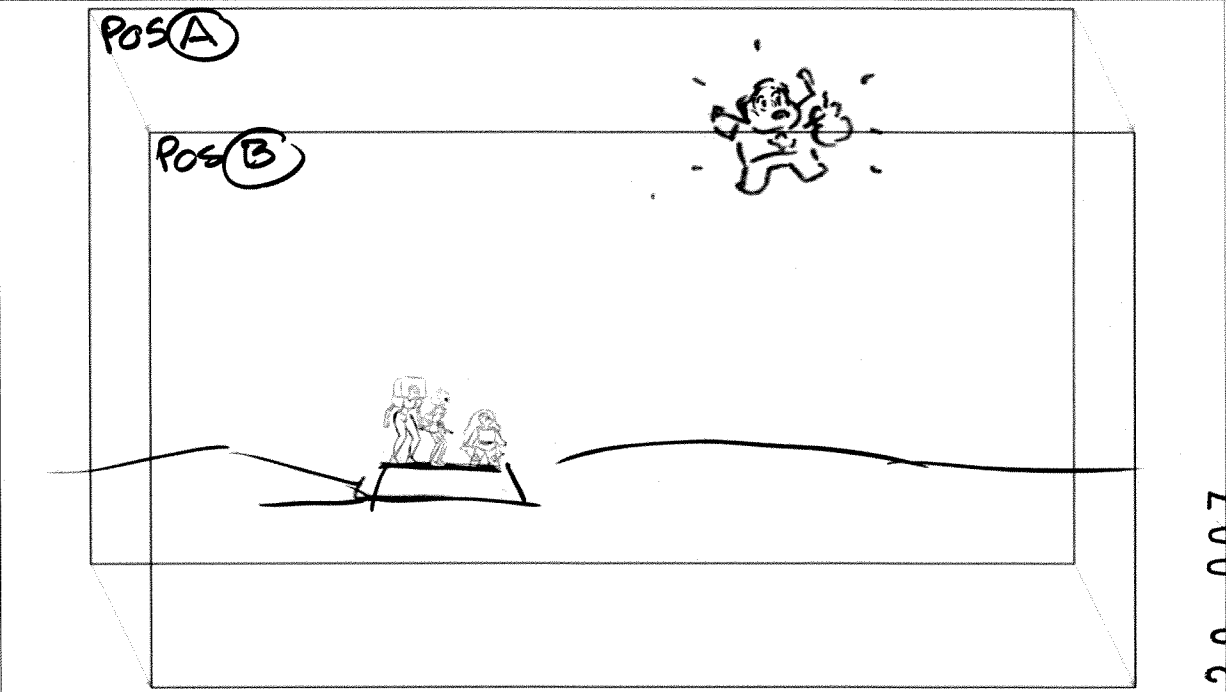
JUN 10 2013

Scene	Panel
16	1



Slugging
0.12

Scene	Panel
16	2



Action Notes
pan

Slugging
1.11

HOLD then ADJ.

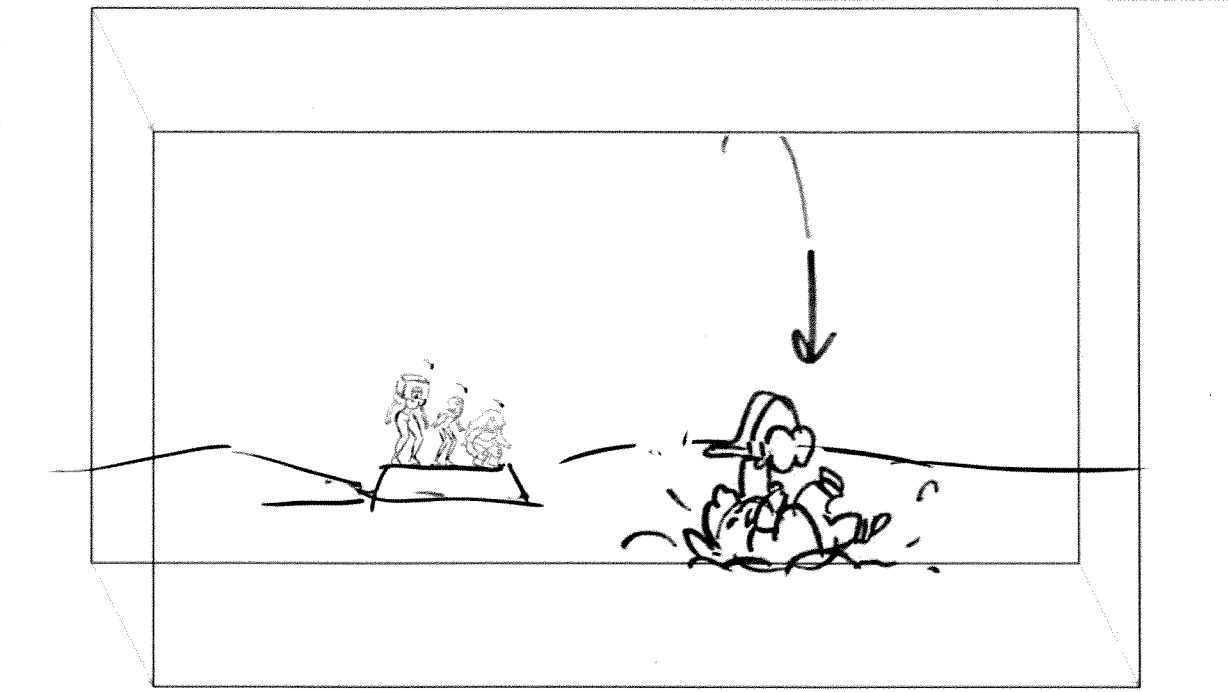
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel	
16	CONT	3

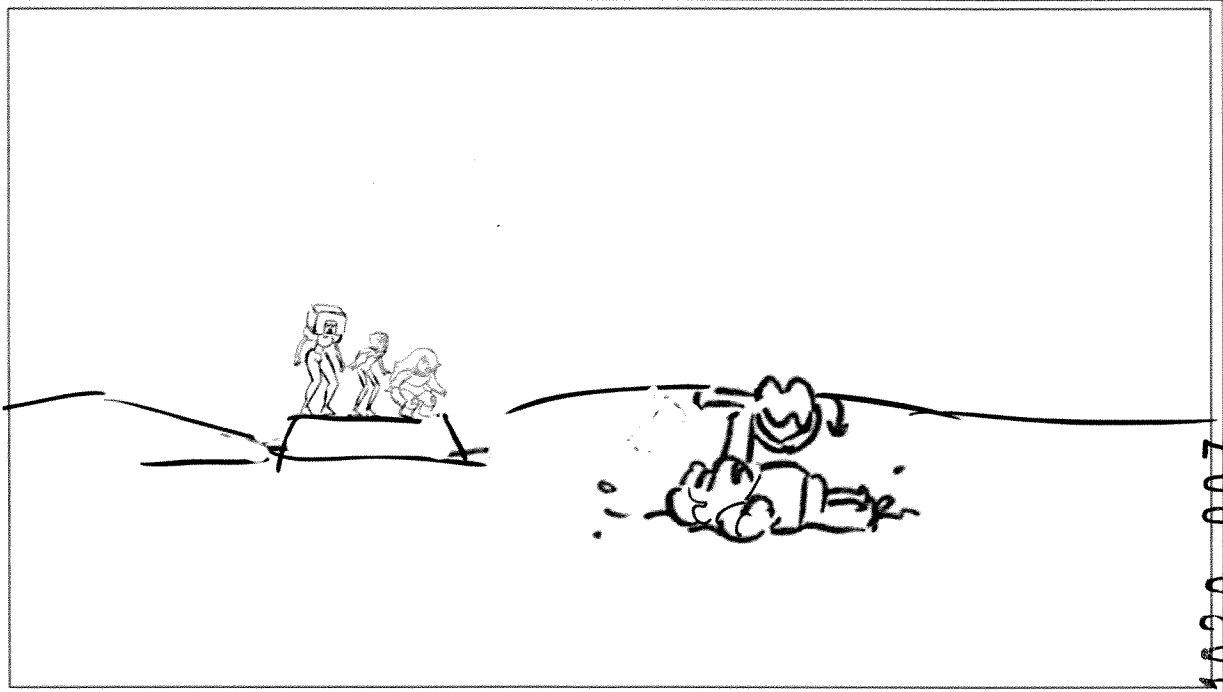


Dialog
STEVEN: <FALLS ON THE GROUND>

Action Notes
pan

Slugging
ADJ: 0.10

Scene	Panel	
16	CONT	4



Dialog
GARNET / AMETHYST / PEARL: (*REACTION TO STEVEN HITTING THE GROUND) !!!

Slugging
1.05

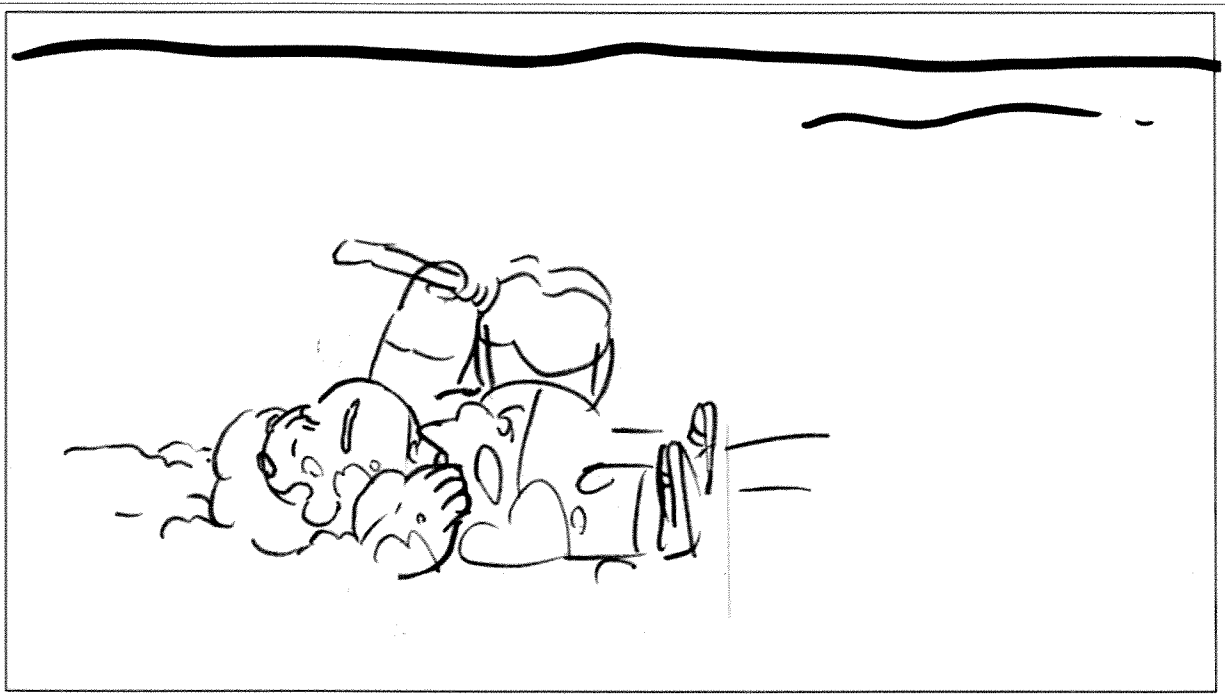
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
17	1



Slugging
2.13

Scene	Panel
17	2



Slugging
0.10

JUN 10 2013

1020-007

1020-007

1020-007

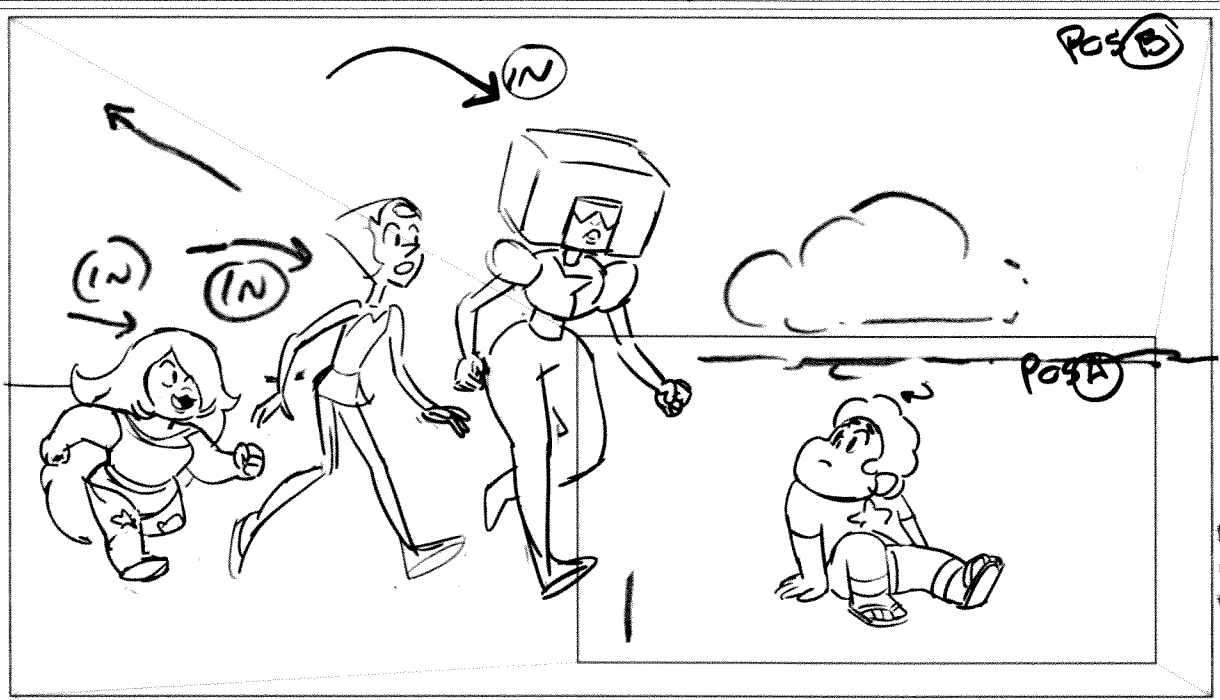
Scene 17 *CONT* Panel 3



Dialog
STEVEN: <STRUGGLES TO GET UP>

Slugging
1.02

Scene 17 *CONT* Panel 4

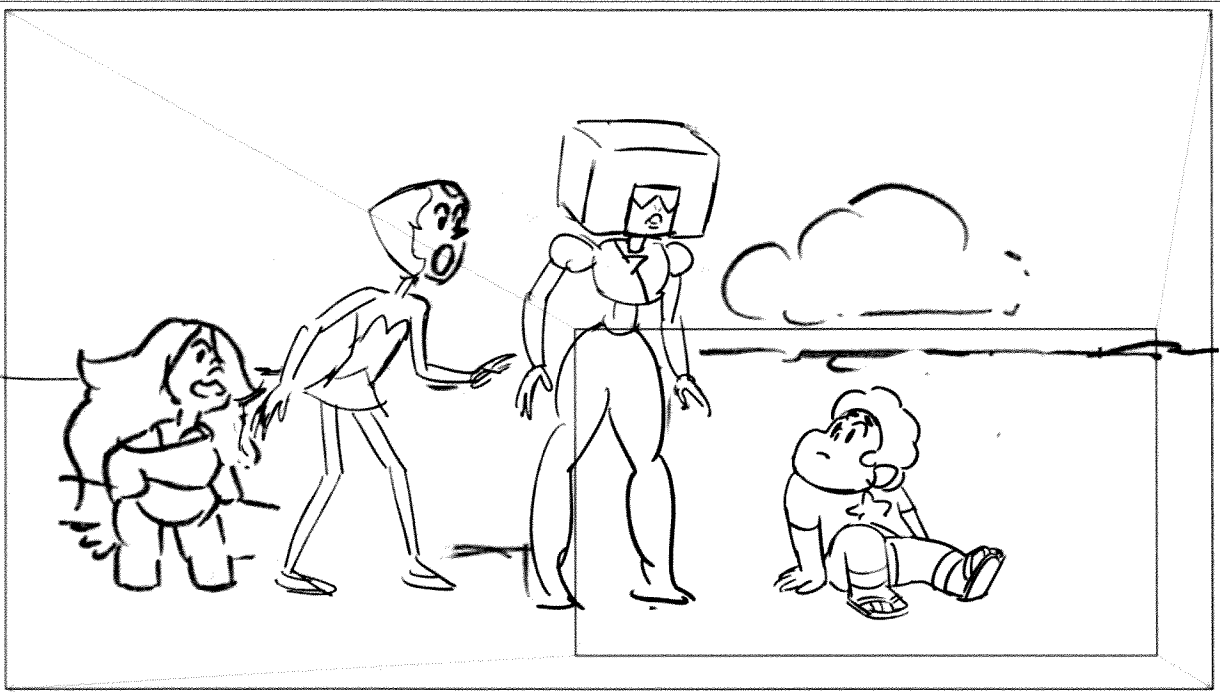


Action Notes
widen

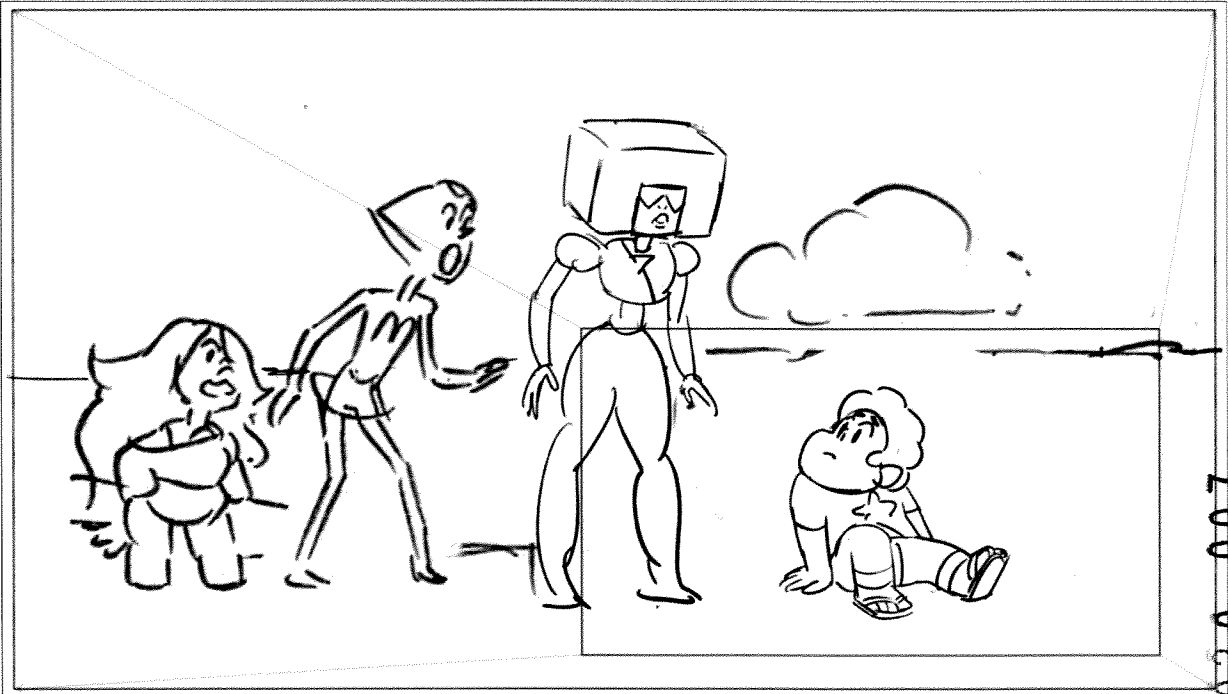
Slugging
Panels 1 to 3 =
HOLD: 0.11
Then ADJ: 0.05
Then HOLD: 1.03

JUN 10 2013

Scene 17 CONT Panel 5



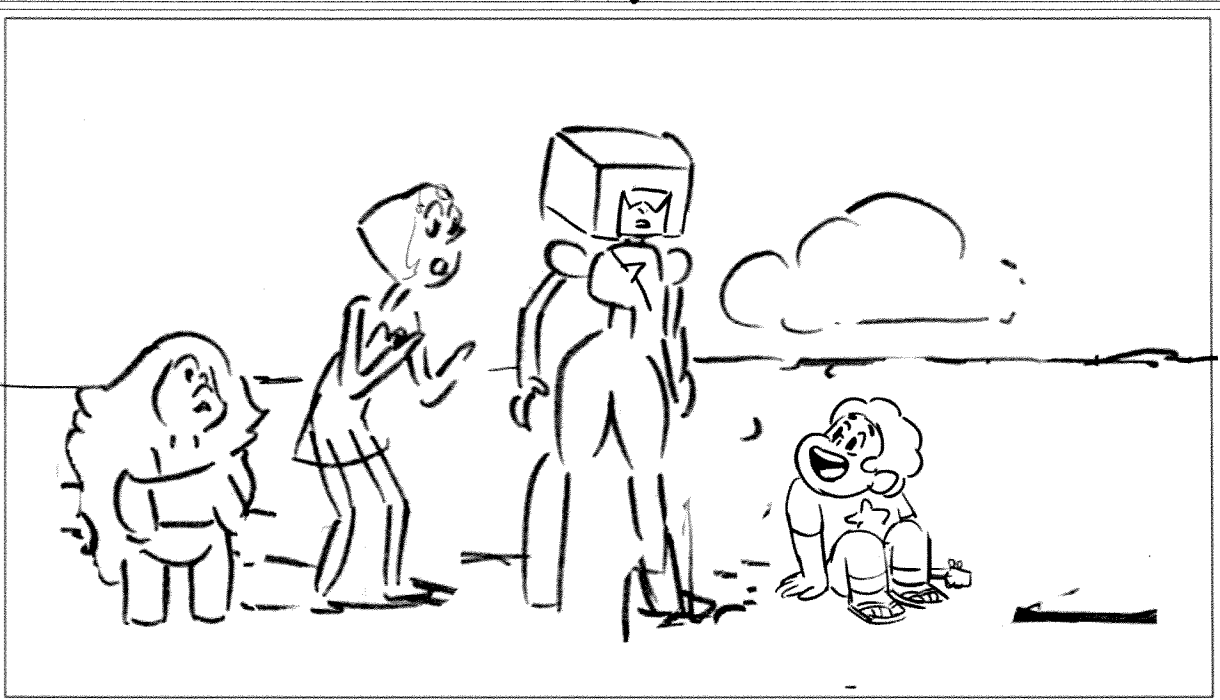
Scene 17 CONT Panel 6



Dialog
PEARL: STEVEN — ARE YOU —

JUN 10 2013

Scene 17 cont Panel 7

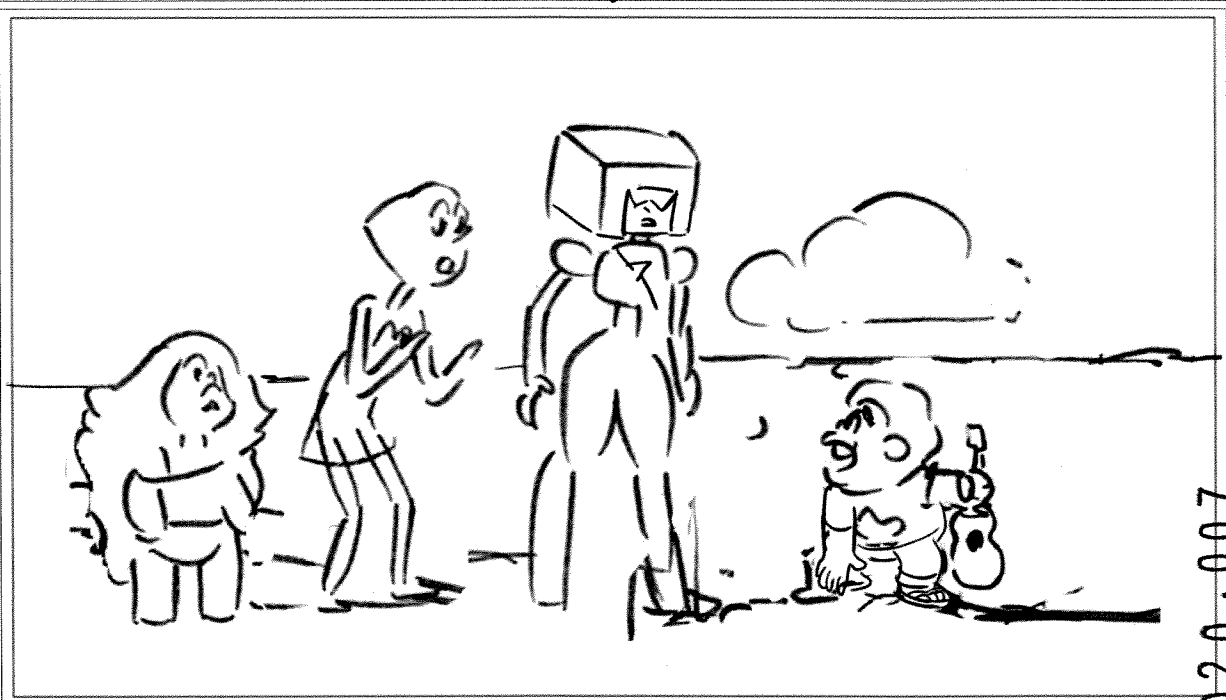


Dialog
STEVEN: I'M FINE!!

Slugging
Panels 4 to 6 = 2.14

Notes
Steven is tiny in this shot.

Scene 17 cont Panel 8



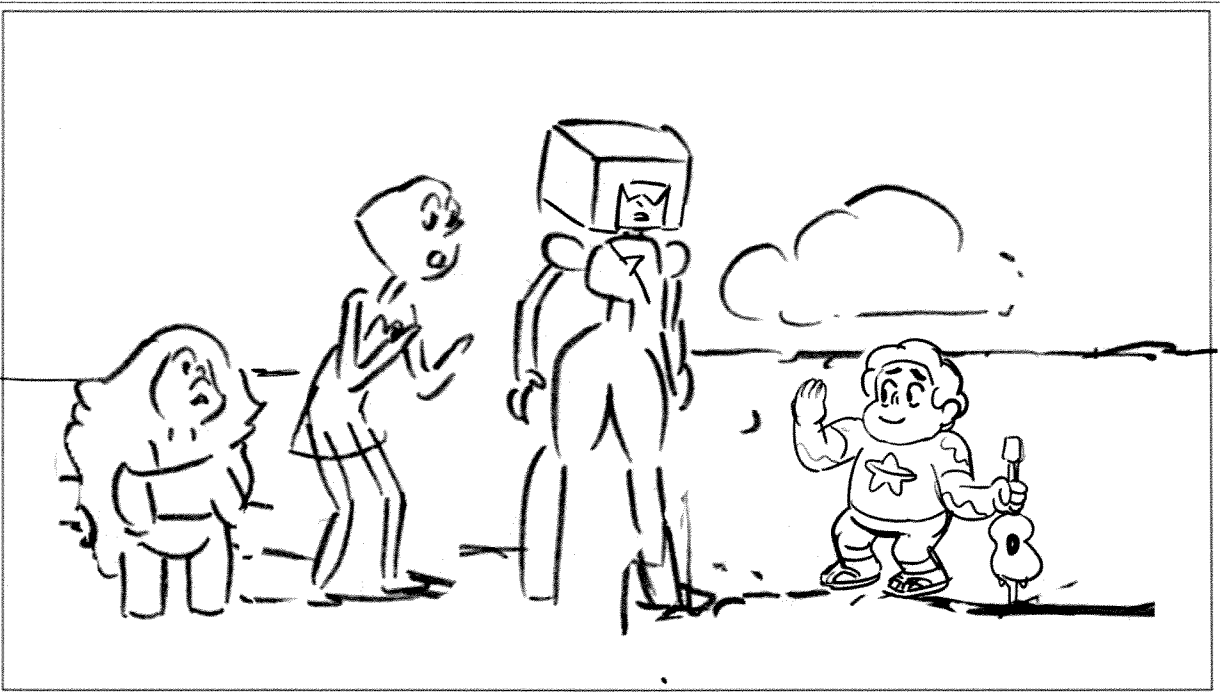
Dialog
STEVEN: I'M GOOD!!

Notes
Steven is tiny in this shot.

JUN 10 2010

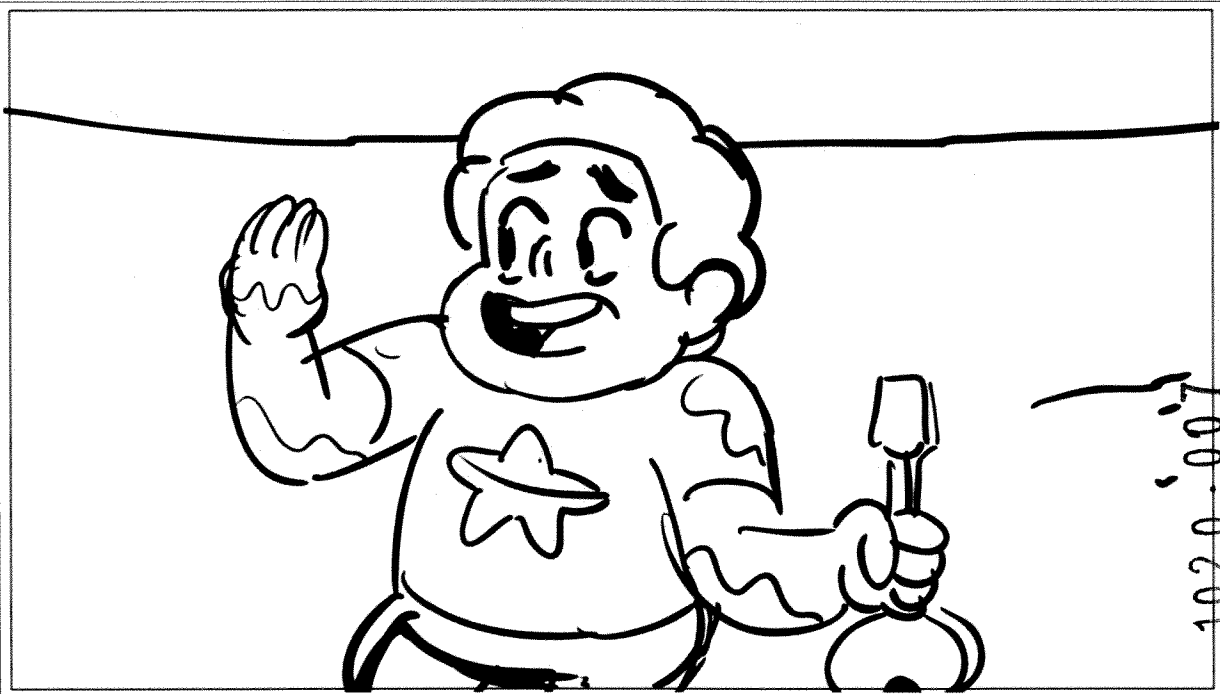
NO SC
18

Scene 17 *cont* Panel 9



Notes
Steven is tiny in this shot.

Scene 19 Panel 1



Dialog
STEVEN: I'M JUST

Slugging
Panels 1 to 3 = 2.15

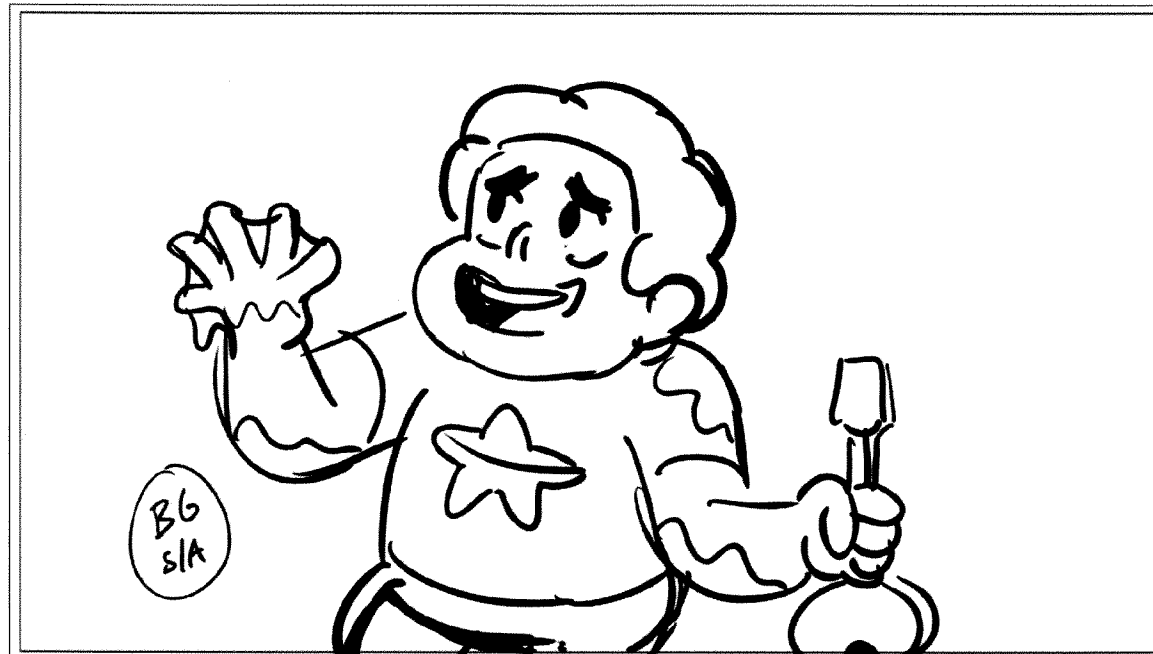
JUN 10 2013

1020-007

1020-007

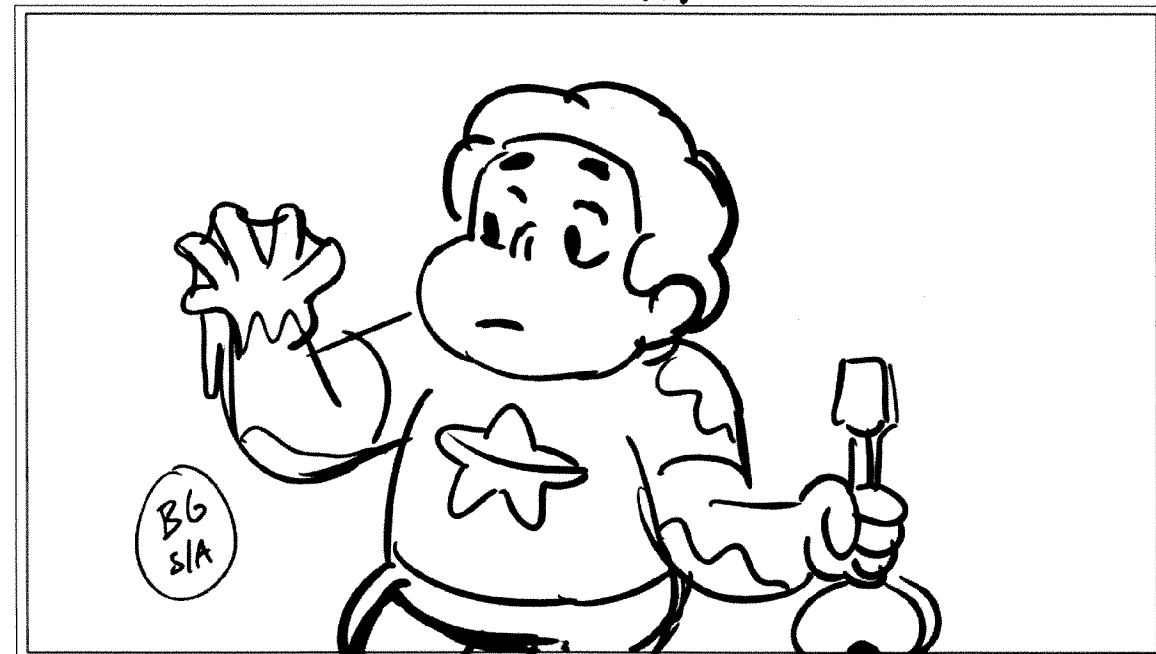
1020-007

Scene	Panel
19	CONT



Dialog
STEVEN: GOOEY

Scene	Panel
19	CONT



JUN 10 2013

1020-007

1020-007

1020-007

1020-007

Scene	Panel
19	CONT
4	



Dialog
STEVEN: MMMM!

Action Notes
(*LICKING FRUIT GOO OFF HIS ARM)

Slugging
1.09

Scene	Panel
19	CONT
5	



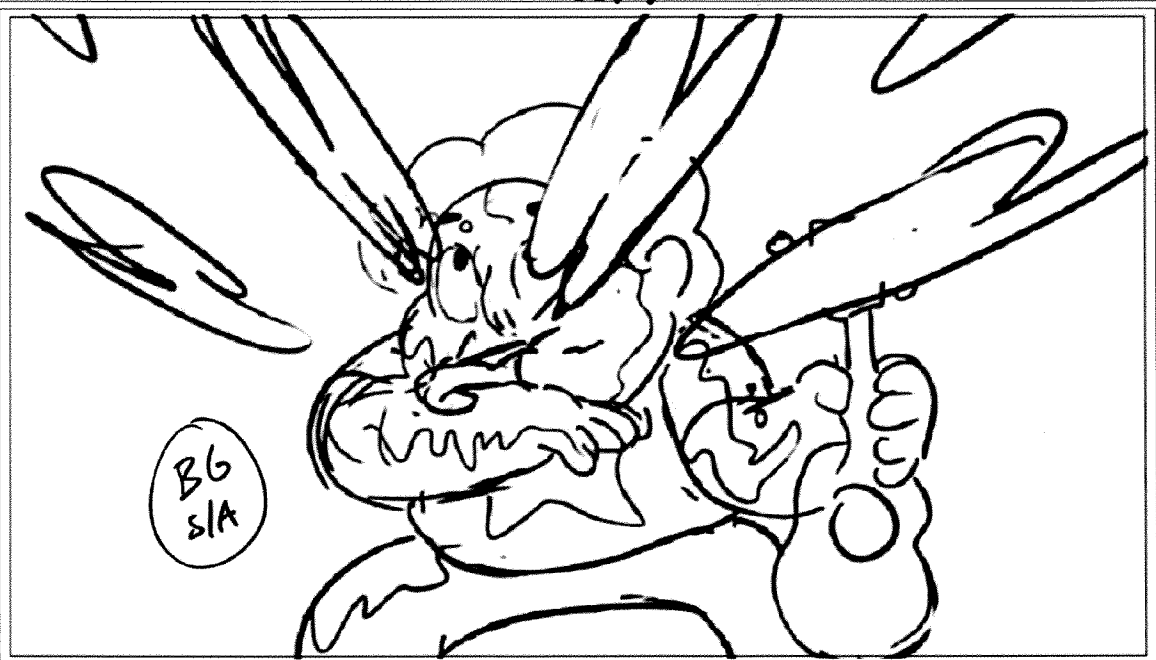
Slugging
1.08

JUN 10 2011

1020-007

1020-007

Scene 19 Panel 6



Slugging
0.02

Scene 19 Panel 7



Dialog
STEVEN: AH HH

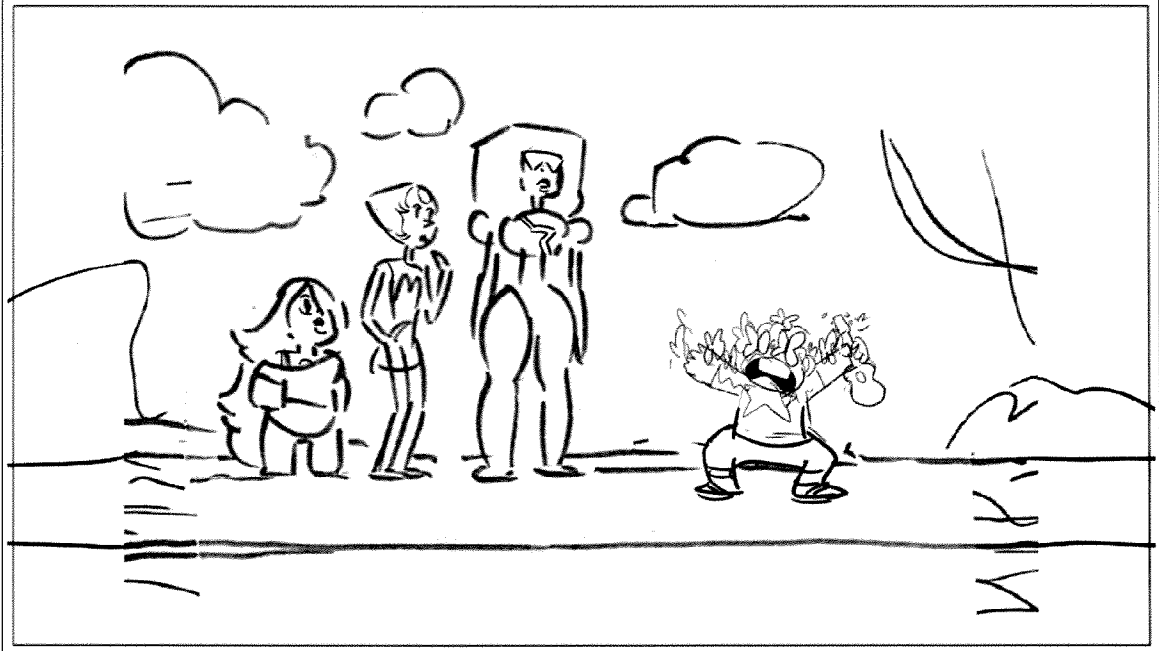
Slugging
1.11

JUN 10 2015

1020.007

1020.007

Scene	Panel
20	1



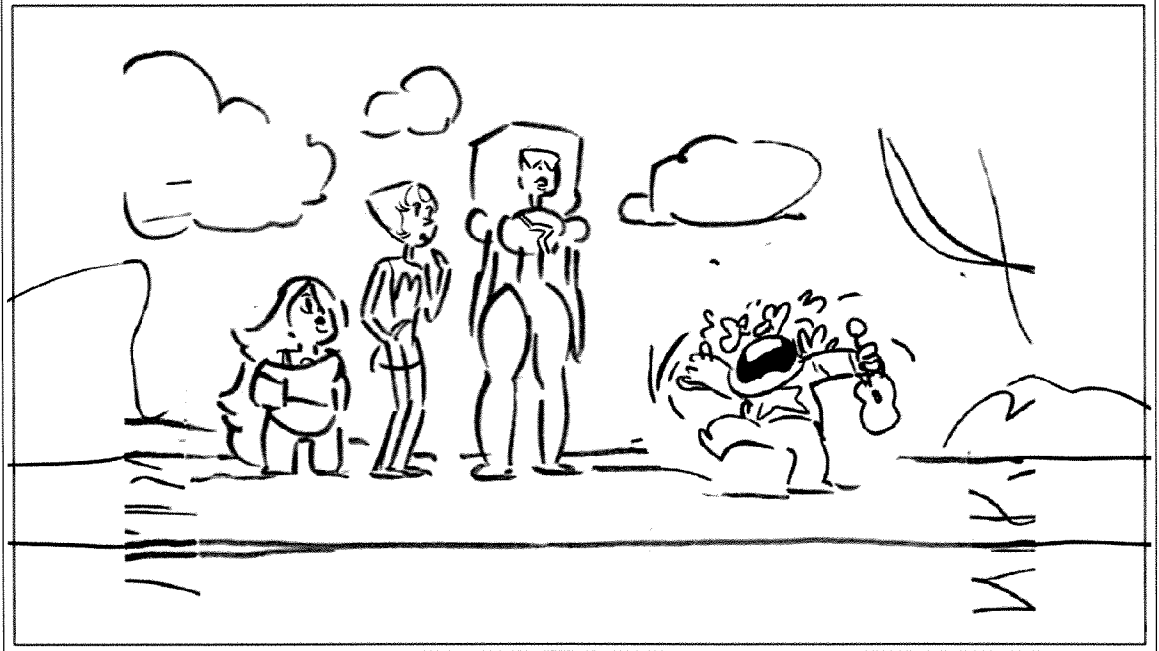
Dialog

STEVEN: AH HH THEY'RE IN MY EYES!!

Slugging

Panel 1 + 2 = 3.04

Scene	Panel
20	2



Dialog

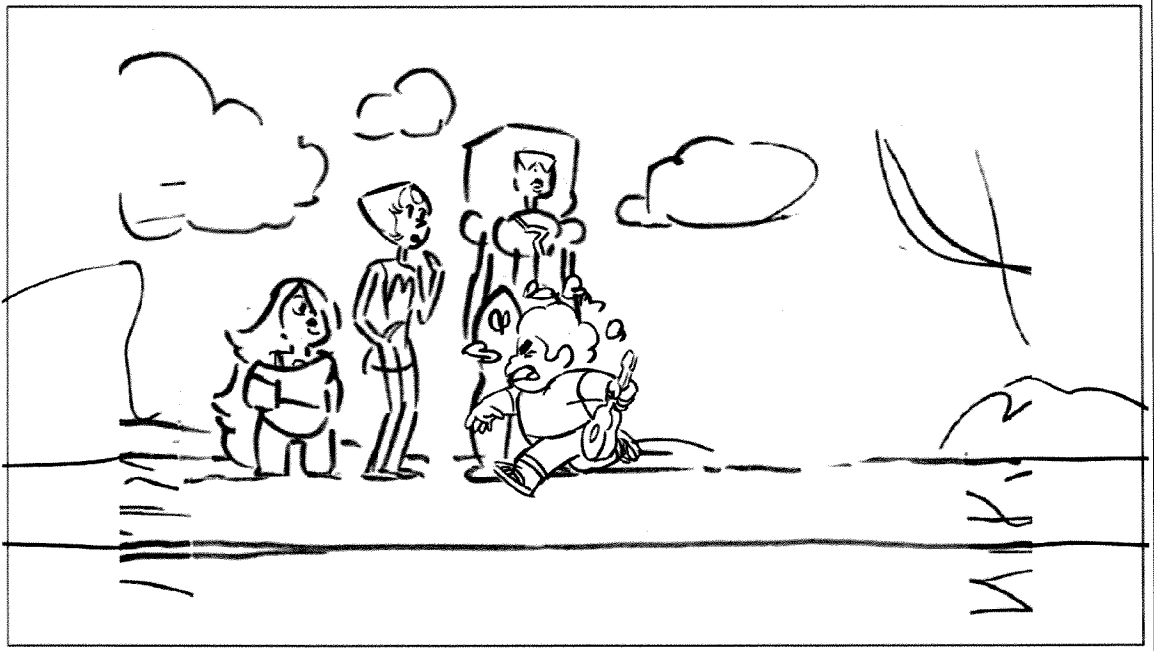
STEVEN: WWAAAGH!!!

JUN 1 0 2013

1020.007

1020.007

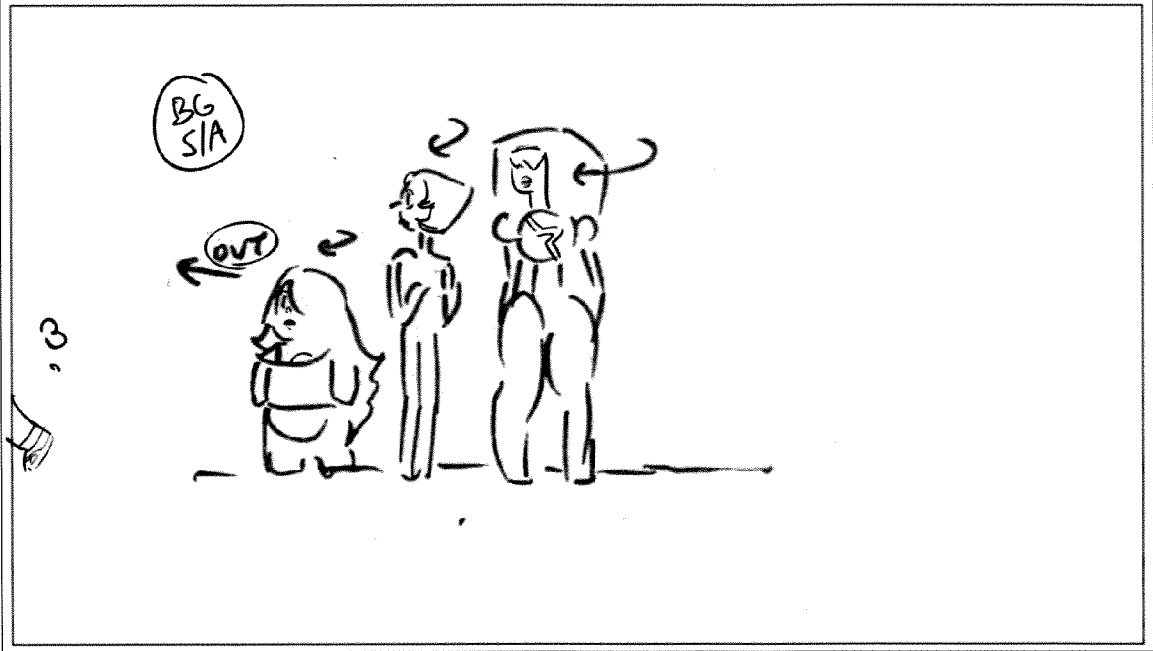
Scene 20 Panel 3



Dialog
STEVEN: WWAAAGH!!!

Slugging
2.06

Scene 20 Panel 4



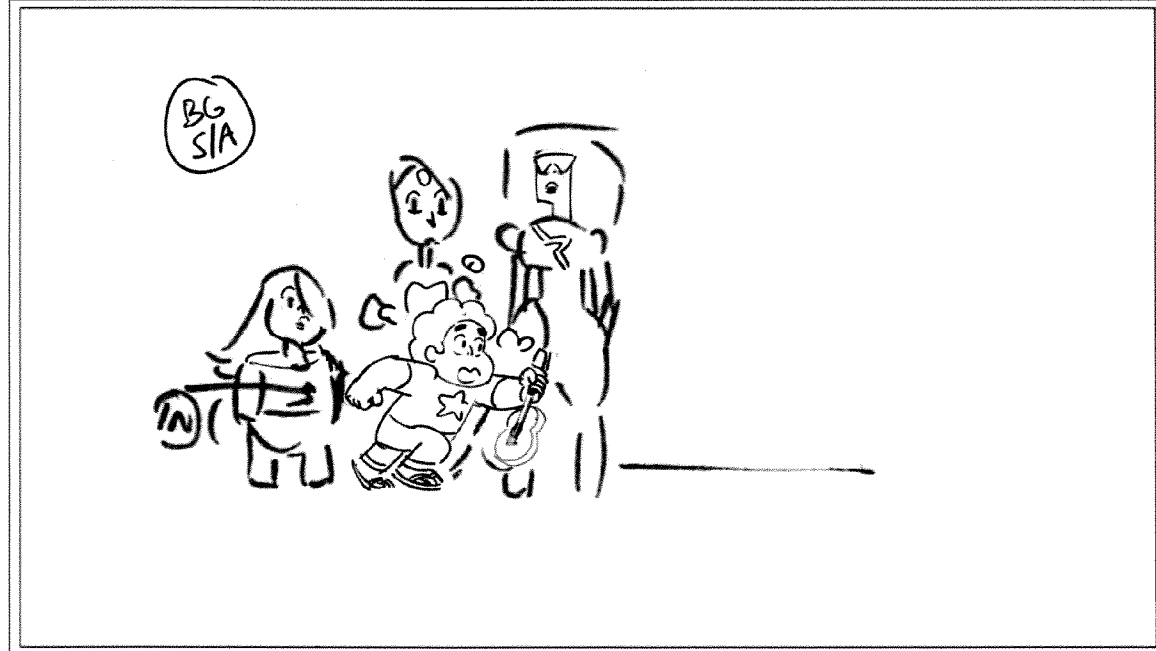
Slugging
1.15

JUN 10 2015

1020-007

1020-007

Scene	Panel
20	5



Dialog
STEVEN: WWAAAGH!!!

Slugging
0.08

Scene	Panel
20	6



Dialog
STEVEN: WWAAAGH!!!

Slugging
0.09

JUN 10 2013

1020-007

1020-007

1020-007

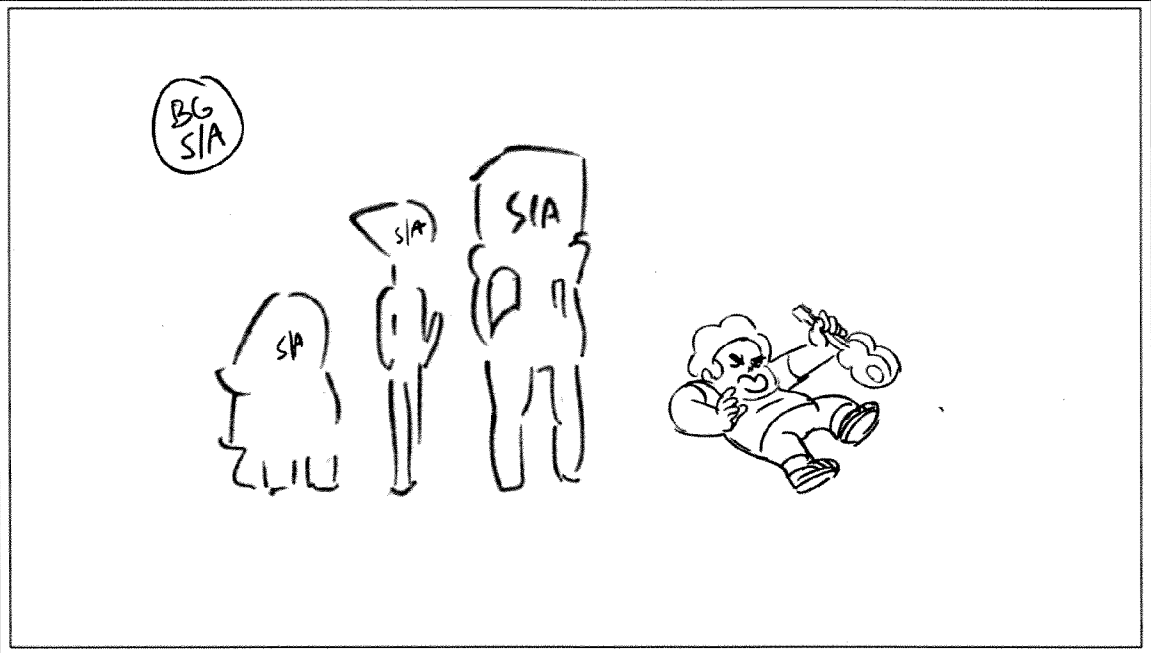
Scene 20 *CONT* Panel 7



Dialog
STEVEN: WWAAAGH!!!

Slugging
1.11

Scene 20 *CONT* Panel 8



Slugging
0.04

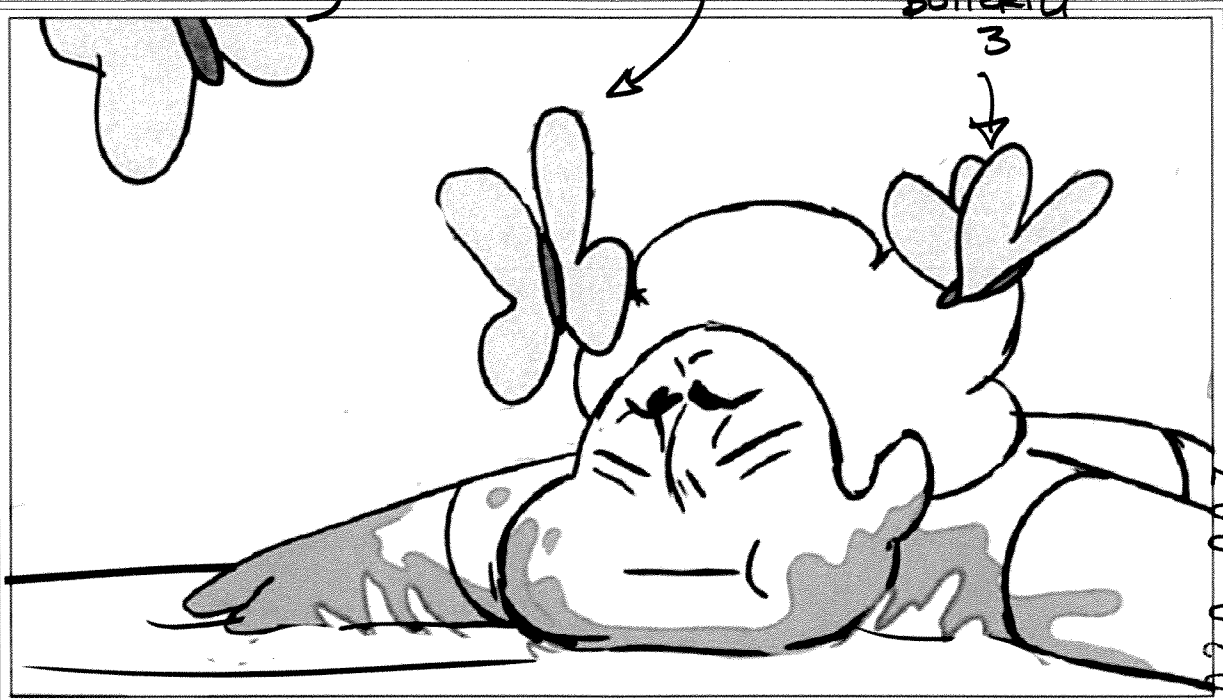
JUN 1 0 2013

Scene 20 Panel 9



Slugging
1.05

Scene 21 Panel 1



Slugging
0.11

JUN 1 0 2013

1020-007
1020-007

1020-007

1020-007

Scene	Panel
	21 <i>cont</i>



Slugging
0.02

Scene	Panel
	21 <i>cont</i>



Slugging
0.02

JUN 10 2013

1020-007

1020-007

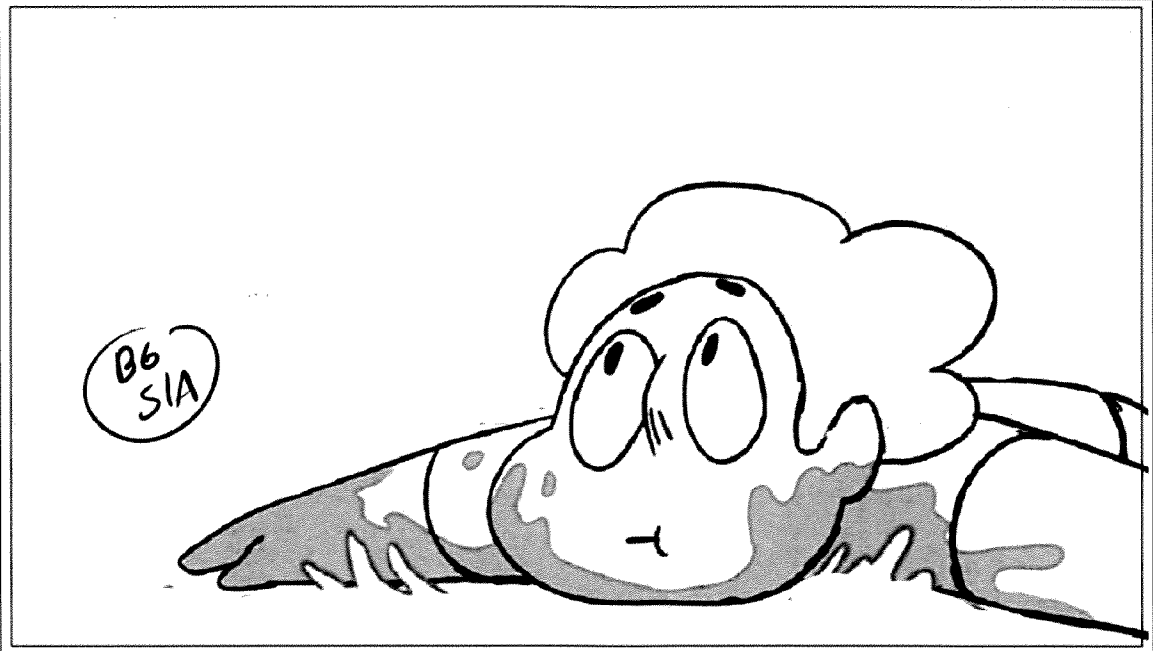
1020-007

Scene	Panel
21	cont 4



Slugging
0.15

Scene	Panel
21	cont 5



Slugging
0.15

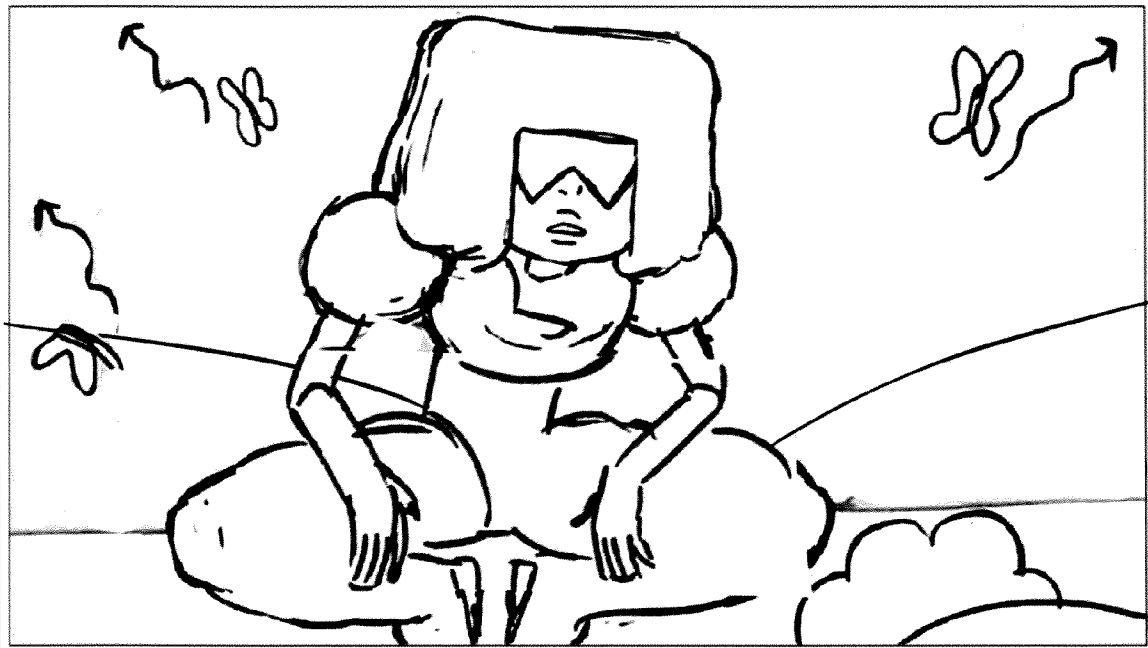
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
22	1



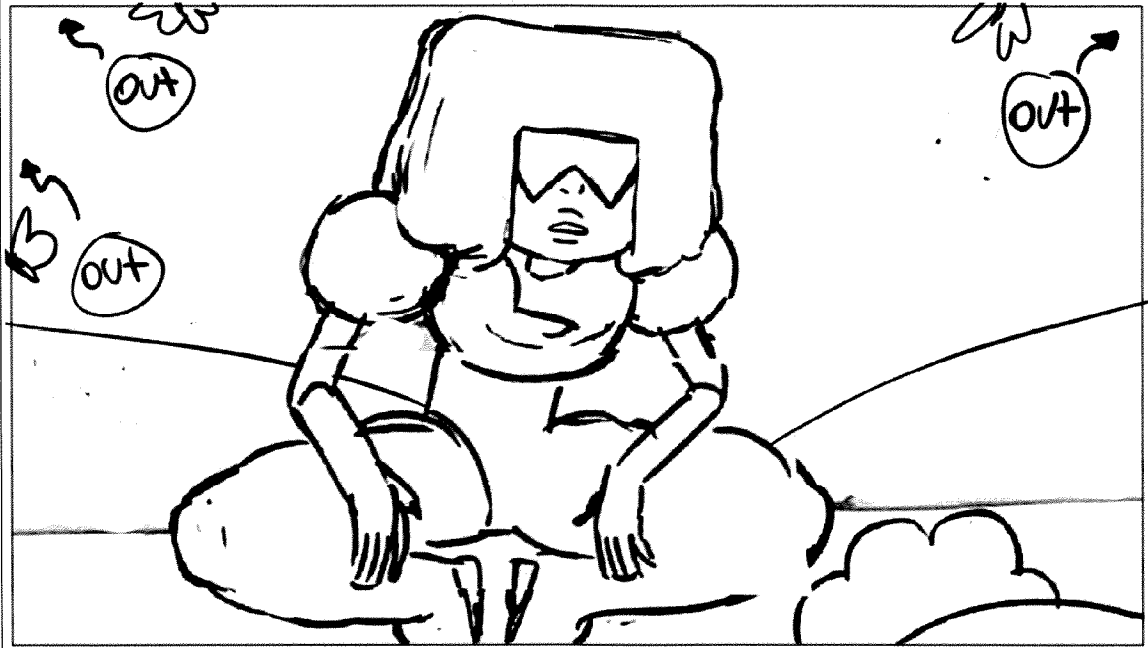
Dialog

GARNET: THEY'RE JUST BUTTERFLIES, STEVEN.

Slugging

Panel 1 + 2 = 3.07

Scene	Panel
22	2



Action Notes

Butterflies o.s.

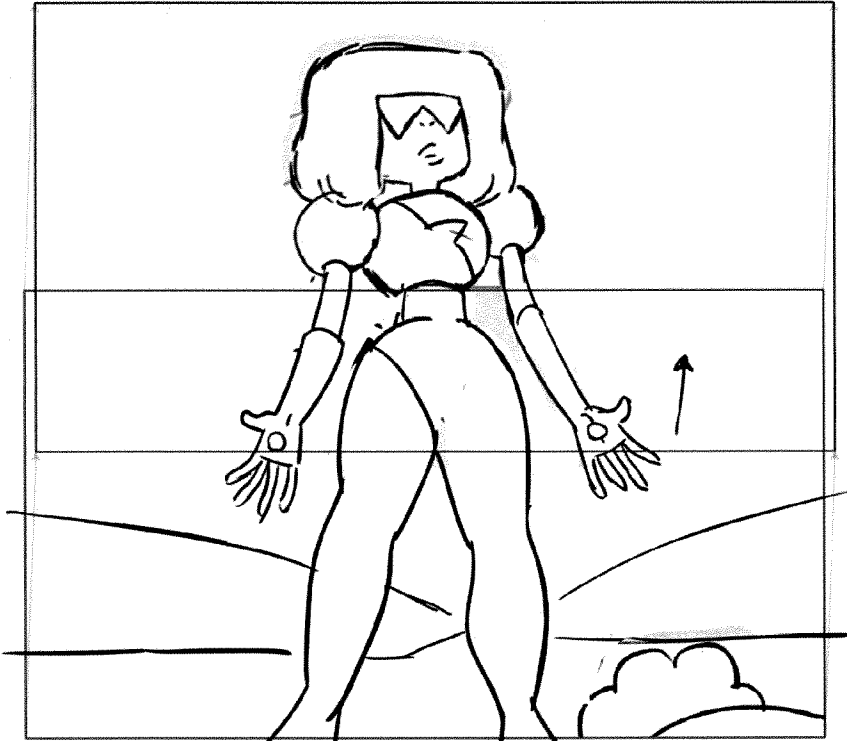
JUN 10 2013

1020.007

1020.007

Scene	Panel	
	22	3

cut



Action Notes
Adjust camera as Garnet gets up.

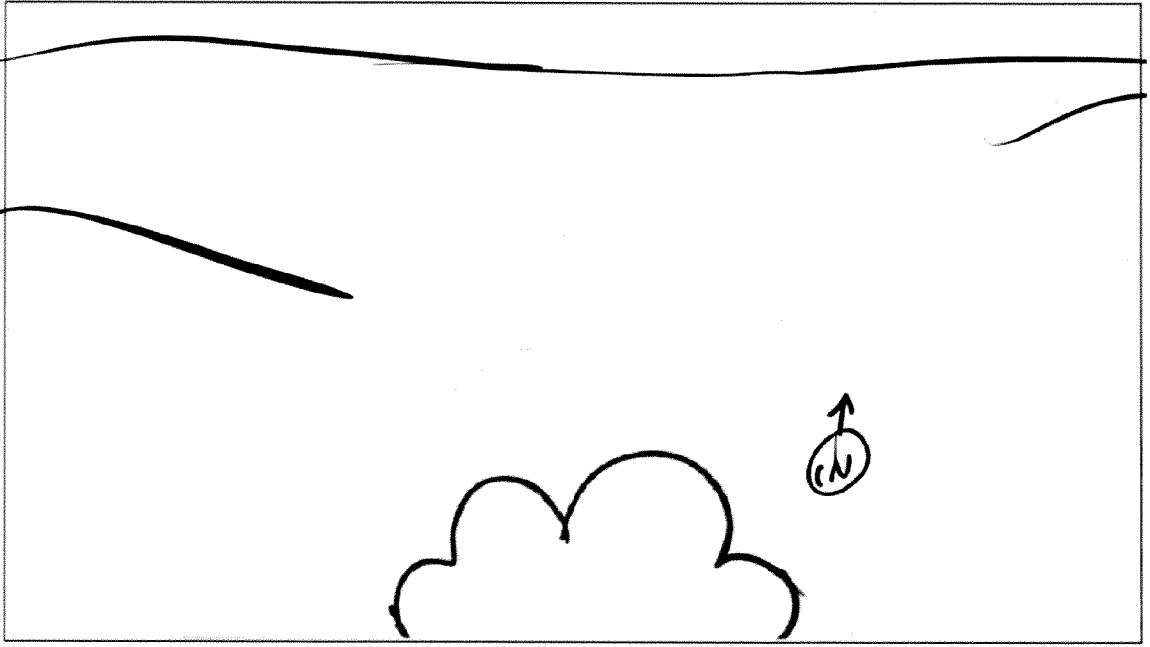
Slugging
1.00
ADJ then HOLD.


JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
23	1
	
<p>Action Notes</p> <p>Steven in</p>	
<p>Slugging</p> <p>0.04</p>	

Scene	Panel
23	2
	
<p>Dialog</p> <p>STEVEN: HA! WELL THEY LOOKED A LOT BIGGER WHEN THEY WERE ON MY EYEBALLS.</p>	
<p>Slugging</p> <p>6.08</p> <p>JUN 10 2013</p>	

1020.007

1020.007

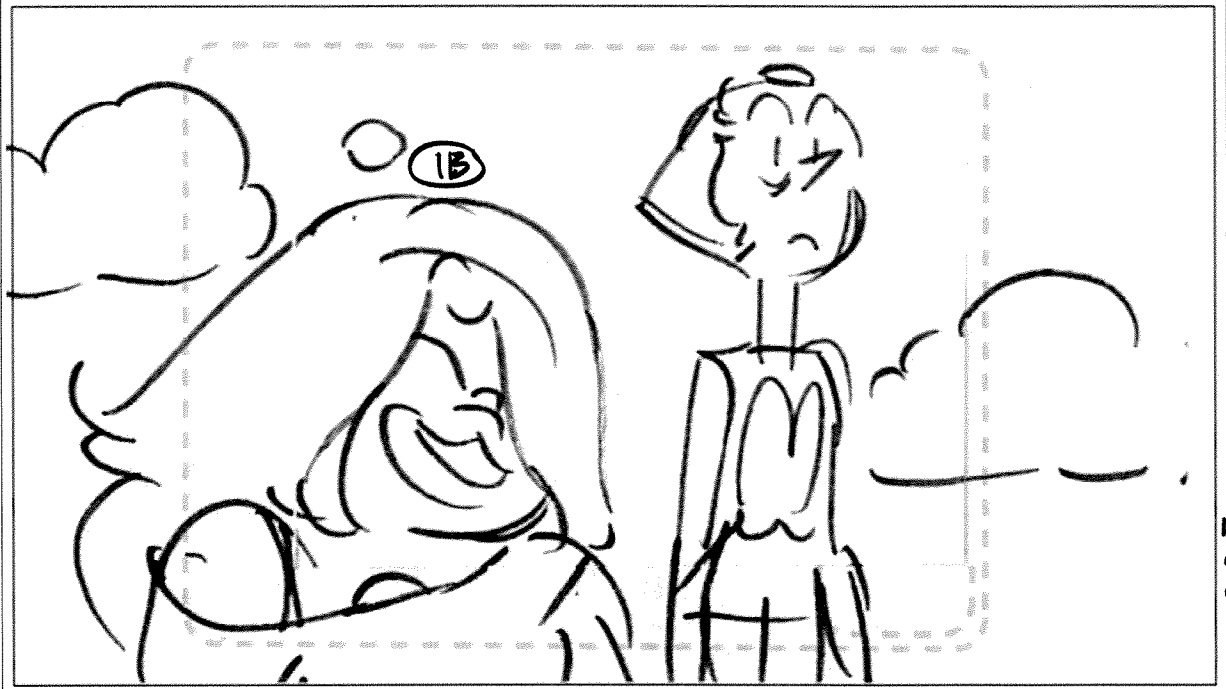
1020.007

Scene 23 *adwt* Panel 3



Slugging
1.02

Scene 24 Panel 1



Dialog
AMETHYST: HAHAAHA

Slugging
2.00

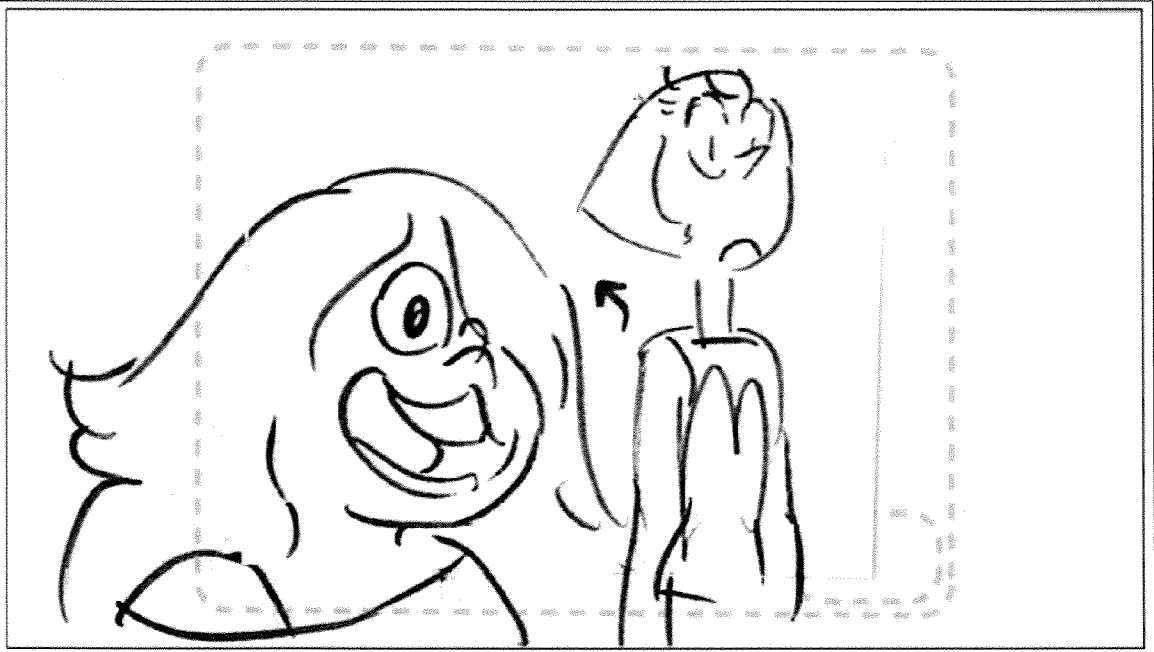
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
24	can't 2



Dialog
AMETHYST : STEVEN YOU'RE A RIOT.

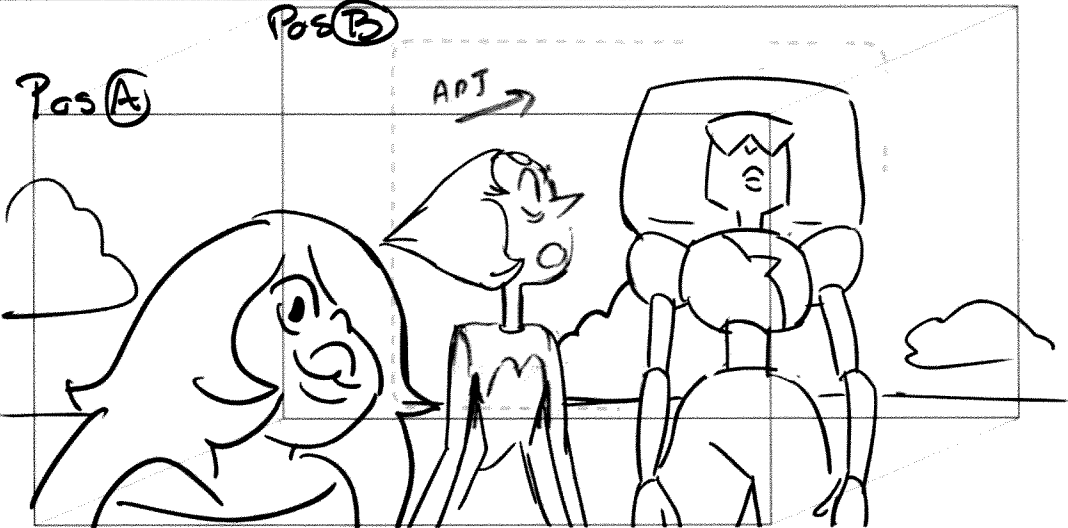
Slugging
3.09

1020-007

1020-007

JUN 10 2013

1020-007

Scene	Panel
	24 <i>cont</i> 
<p>Dialog</p> <p>PEARL: I'M SUDDENLY HAVING SECOND THOUGHTS</p>	
<p>Action Notes</p> <p>SLide Amethyst o.s. with pan</p>	
<p>Slugging</p> <p>Panels 3 + 4 =</p> <p>HOLD: 0.06</p> <p>Then ADJ: 0.05</p> <p>Then HOLD: 1.13</p>	<p>JUN 10 2013</p>

1020.007

1020.007

1020-007

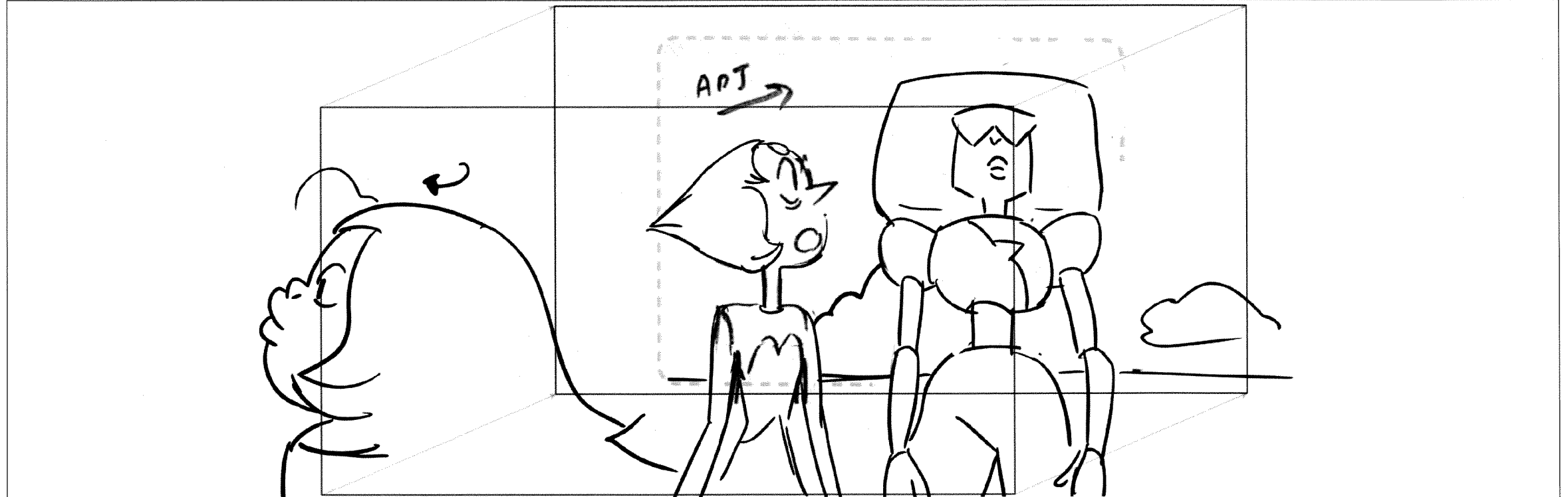
Scene

Panel

24

cont

4



Dialog

PEARL: I'M SUDDENLY HAVING SECOND THOUGHTS

Action Notes

Slide Amethyst o.s. with pan

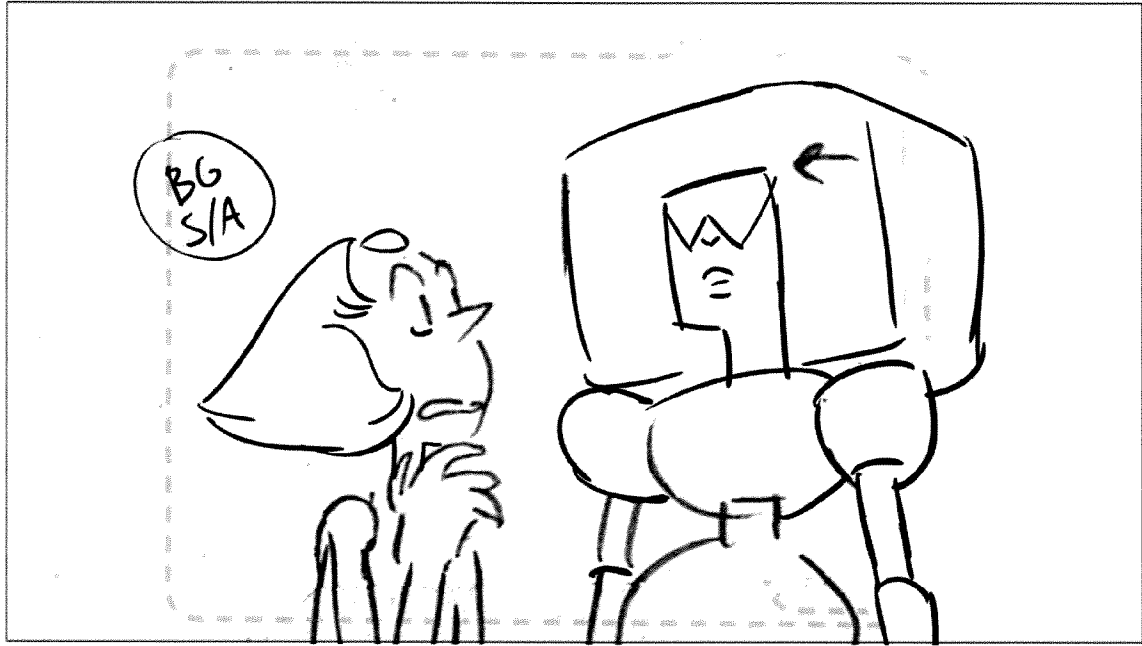
JUN 10 2013

1020-007

1020-007

1020-007

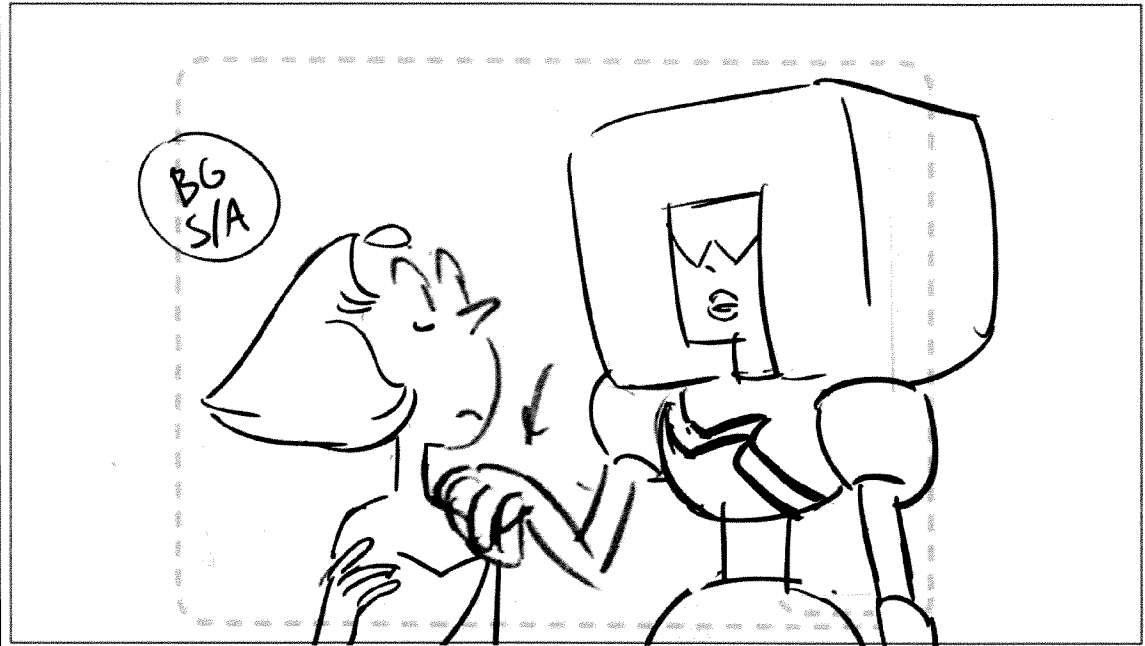
Scene 24 *cont* Panel 5



Dialog
PEARL: ABOUT BRINGING STEVEN ON THIS ONE

Slugging
2.08

Scene 24 *cont* Panel 6



Dialog
GARNET: SHH.

Slugging
1.11

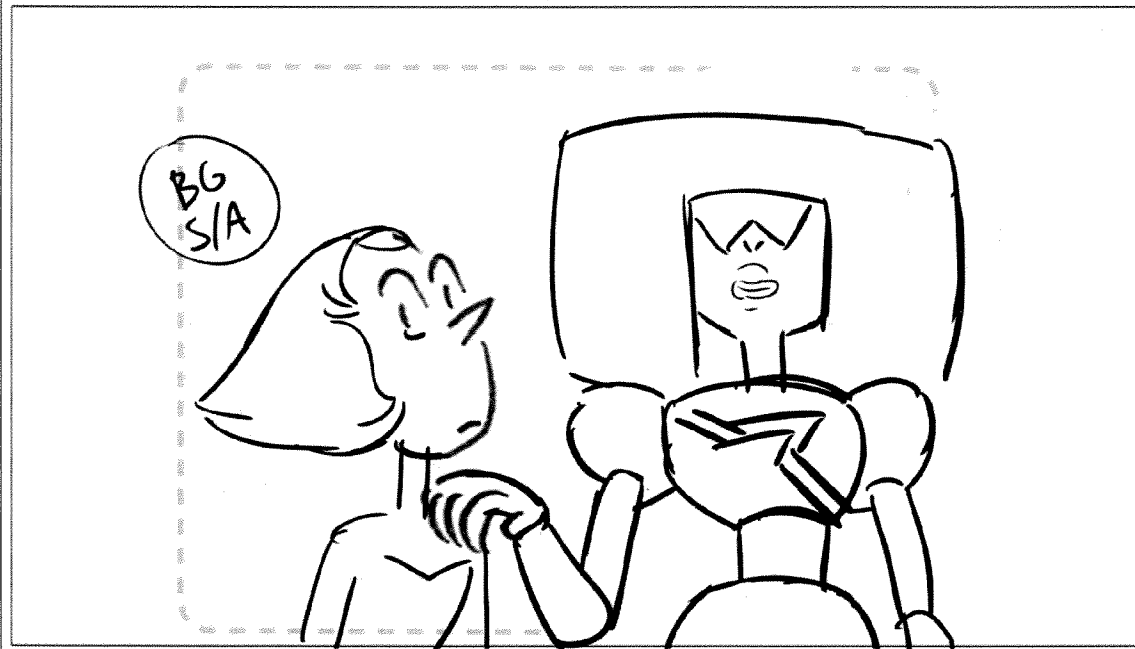
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
24	<i>cont</i> 7



Dialog
GARNET: JUST LOOK AT HIM

Slugging
1.13

Scene	Panel
25	1



Slugging
2.01

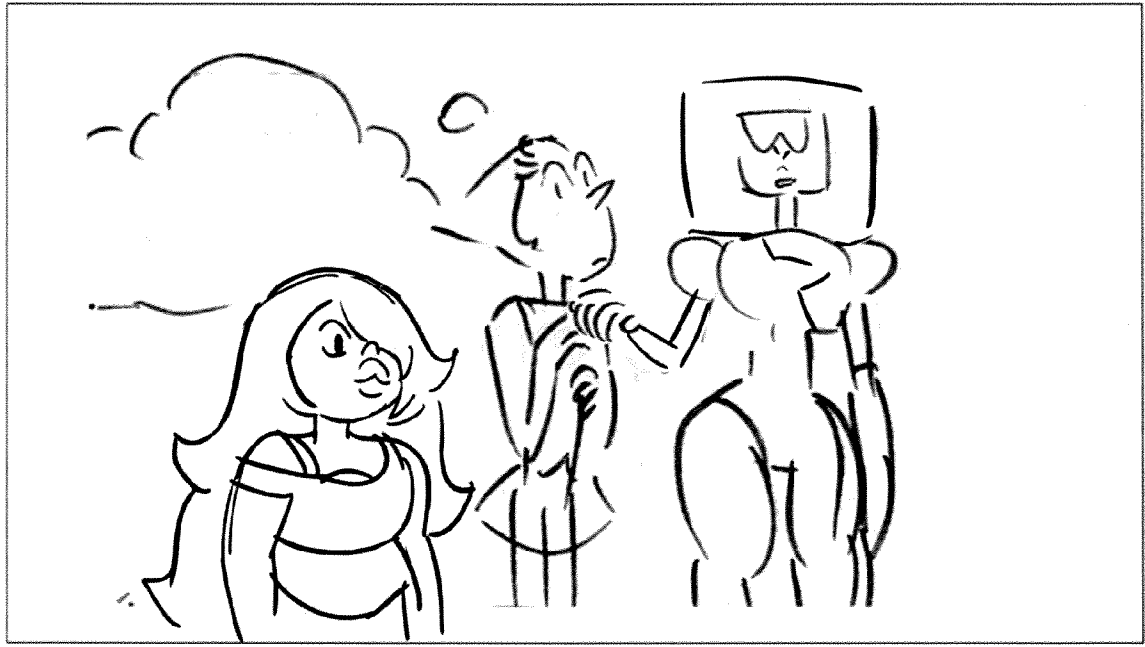
JUN 10 2013

1020-007

1020-007

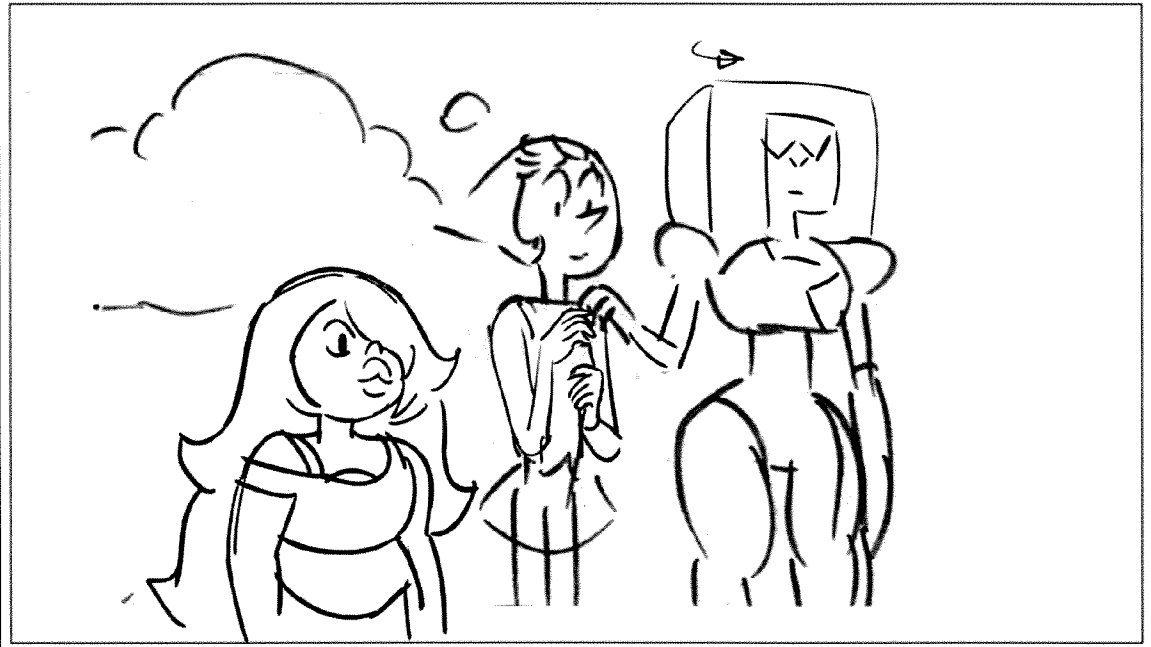
1020-007

Scene	Panel
26	1



Slugging
Panels 1 + 2 = 0.09

Scene	Panel
26	2 <i>cont</i>

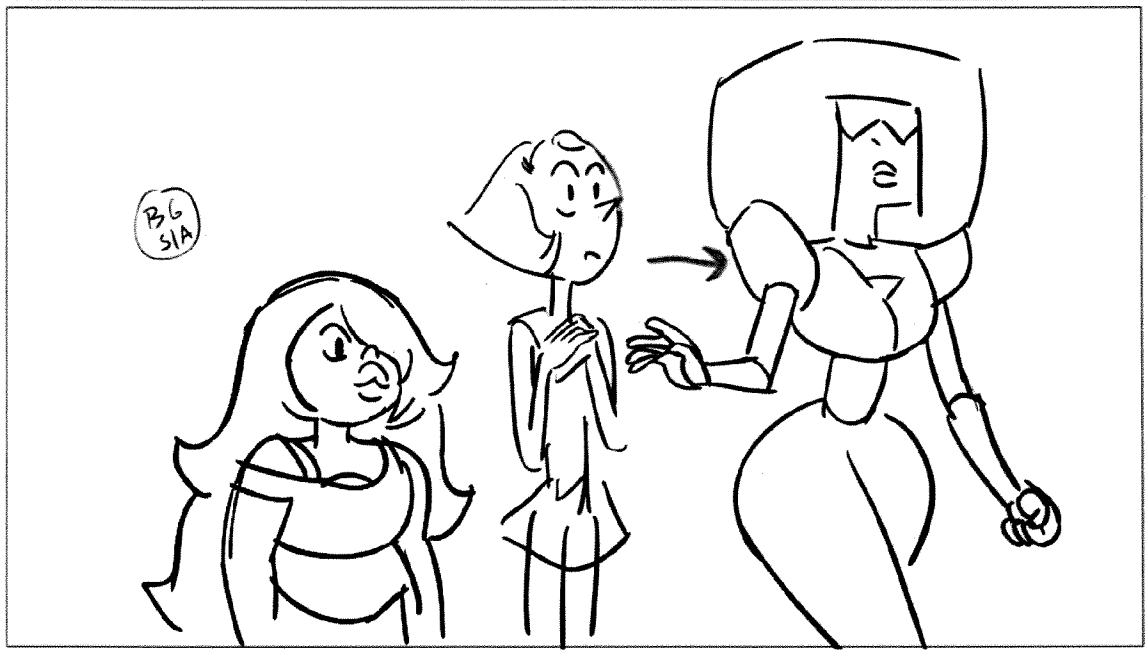


JUN 10 2013

1020-007

1020-007

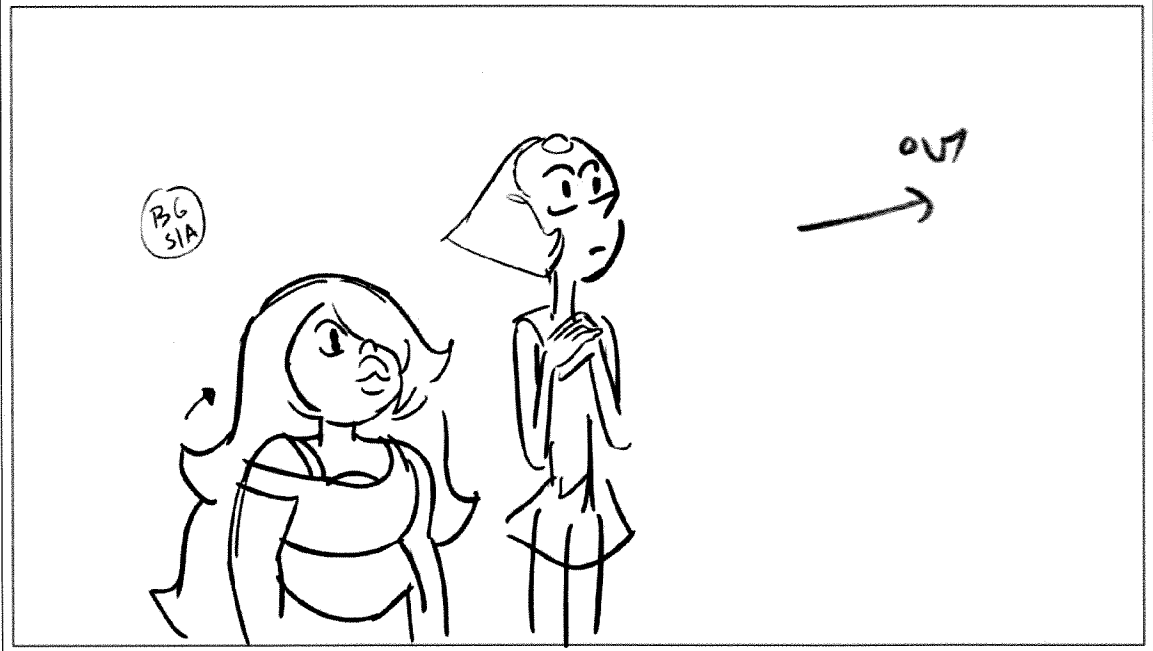
Scene 26 *cont* Panel 3



Dialog
GARNET: NOW LET'S GO RECOVER THE...

Slugging
2.00

Scene 26 *cont* Panel 4



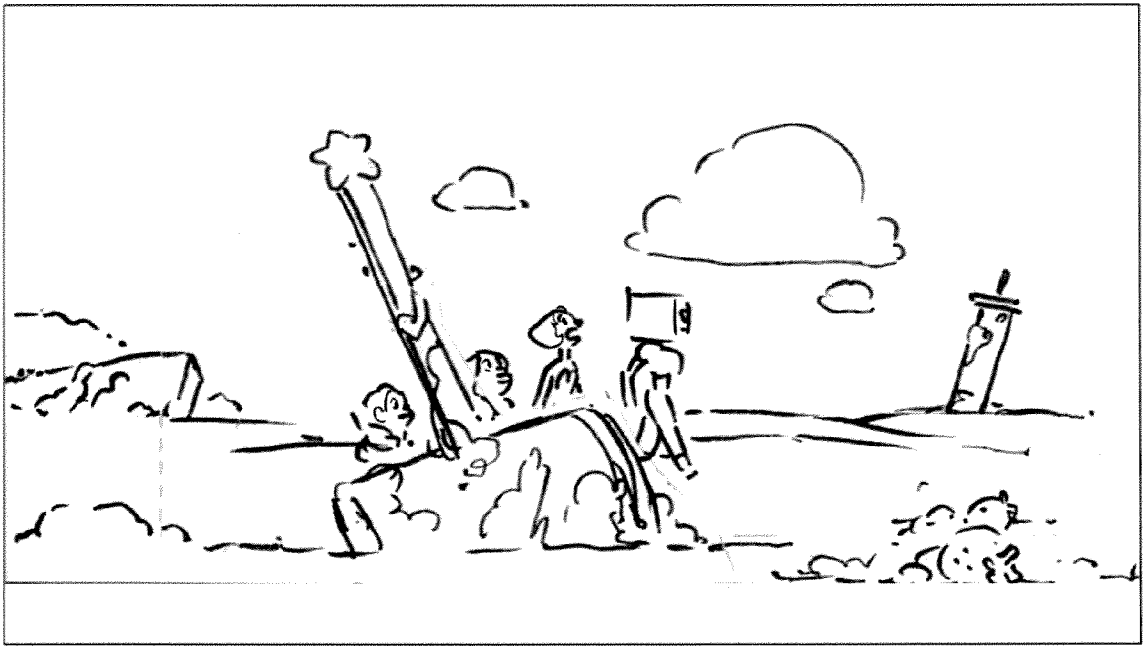
Dialog
GARNET: ...GEMSTONE.

Slugging
2.02
JUN 10 2013

1020-007

1020-007

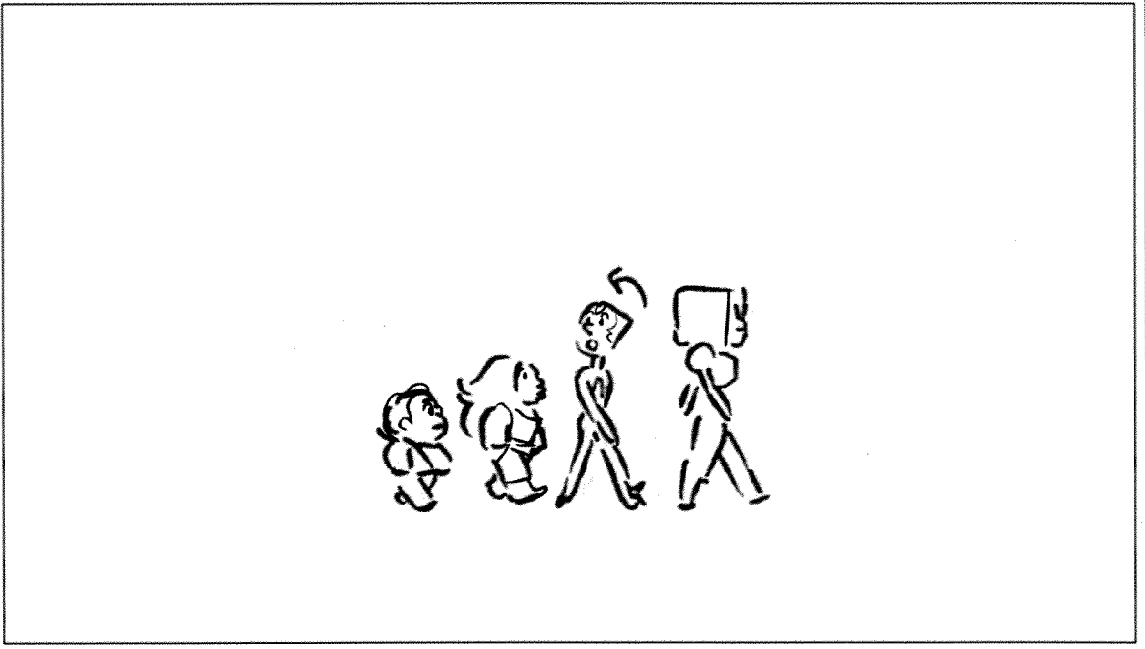
Scene	Panel
27	1



Dialog
PEARL: UNBELIEVABLE!

Slugging
3.03

Scene	Panel
27	<i>cont</i> 2



Dialog
PEARL: THIS WAS ONCE A GEM BATTLEFIELD!

Slugging
3.01
JUN 10 2015

Scene	Panel
28	1



Dialog

PEARL: NOW IT'S WILD STRAWBERRIES...

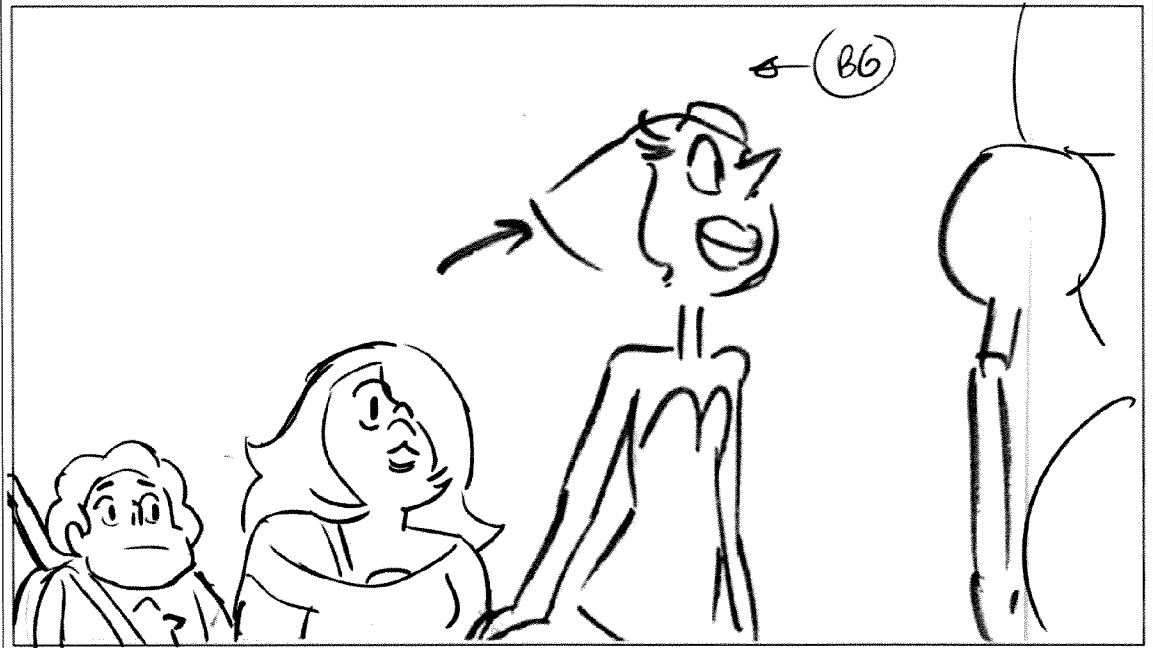
Action Notes

BG pans right to left

Slugging

2.09

Scene	Panel
28	2



Dialog

PEARL: ...AS FAR AS THE EYE CAN SEE!

Slugging

2.14

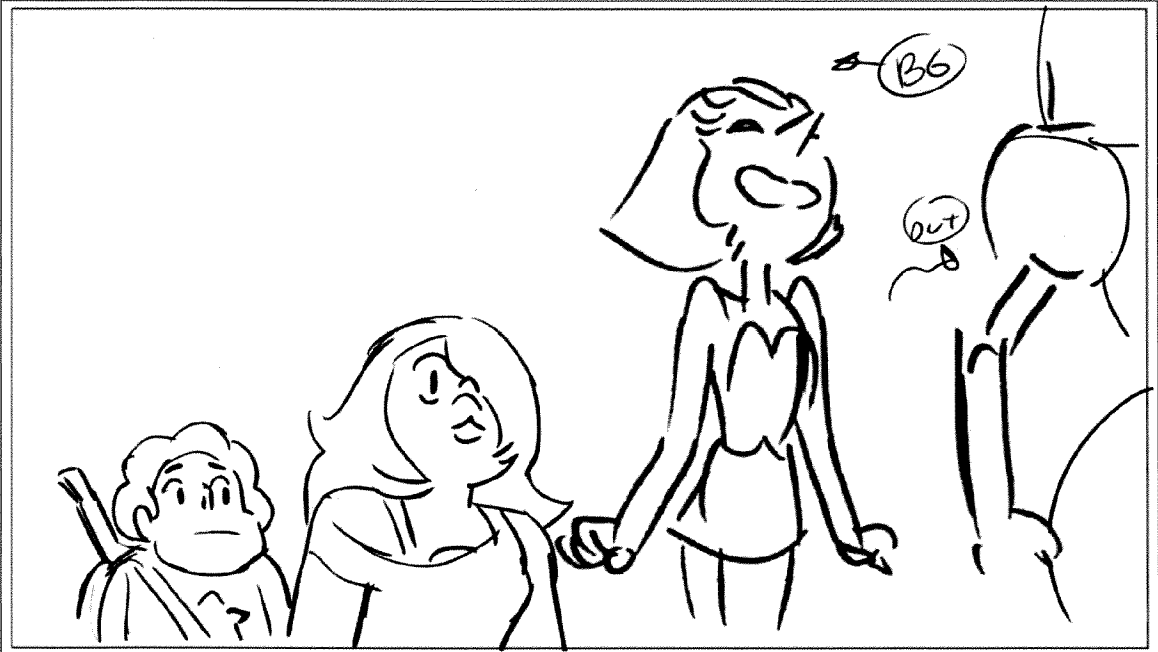
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
28	cont 3



Dialog

PEARL: OHHH

Action Notes

GARNET out

Slugging

0.14

Scene	Panel
28	cont 4



Dialog

PEARL: THAT'S WHAT I LOVE ABOUT THE EARTH!

Action Notes

Amethyst Rolling her eyes.

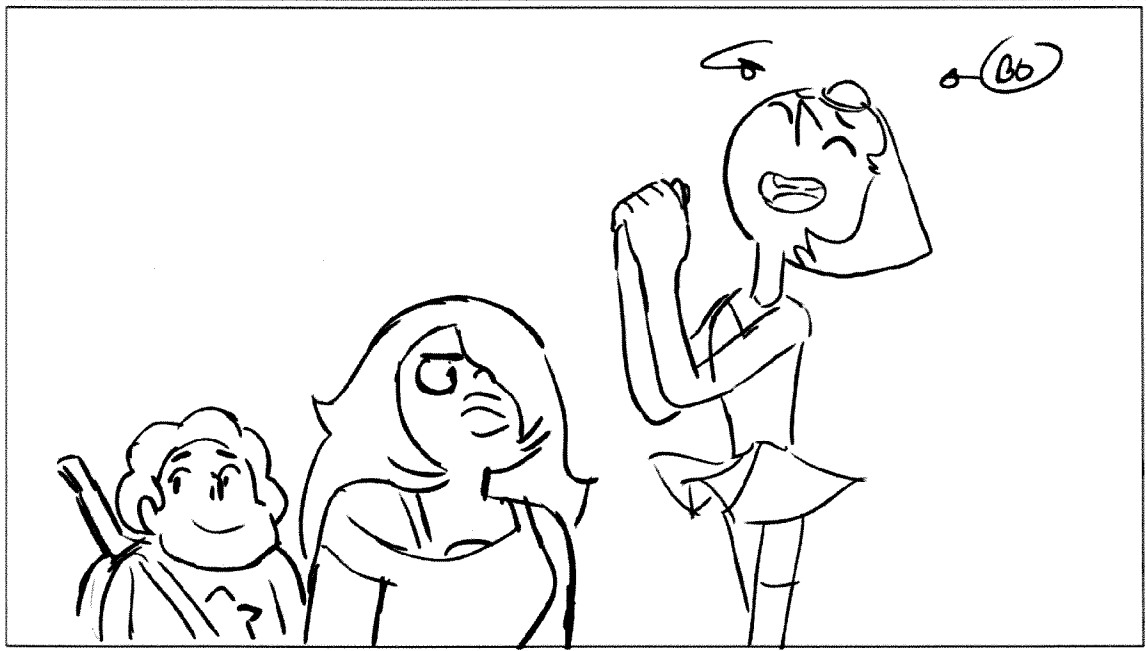
PEARL spins completely around

JUN 10 2013

Slugging

Panels 4 to 6 = 3.04

Scene	Panel
28	5



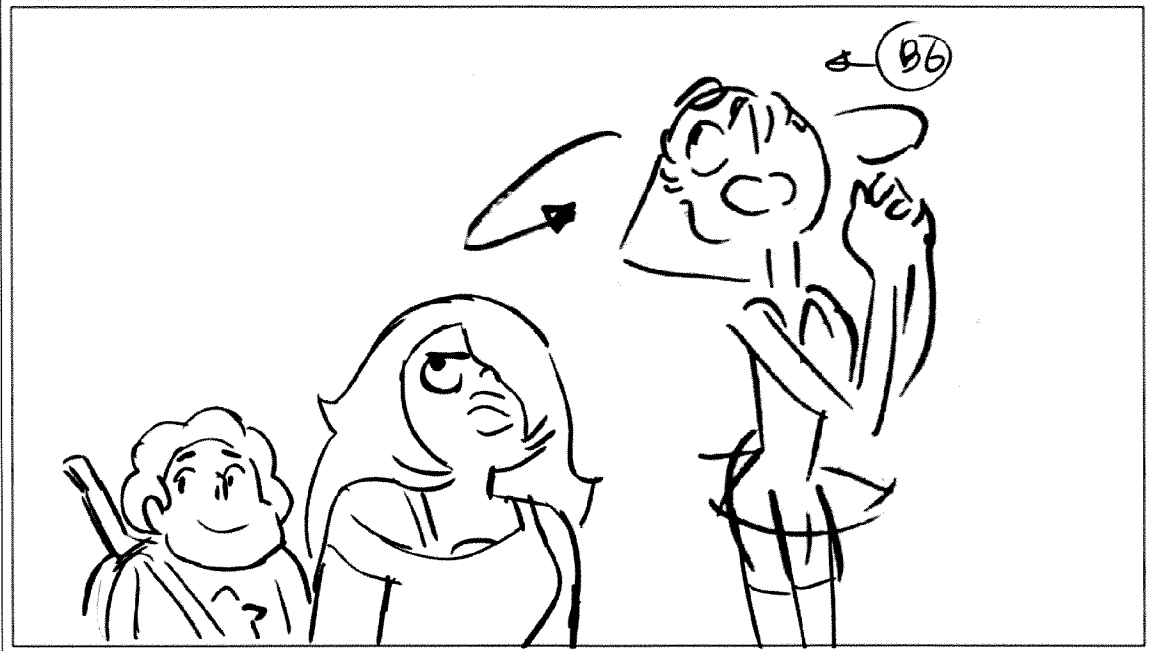
Dialog

PEARL: THAT'S WHAT I LOVE ABOUT THE EARTH!

Action Notes

Amethyst Rolling her eyes.PEARL spins completely around

Scene	Panel
28	6



Dialog

PEARL: THAT'S WHAT I LOVE ABOUT THE EARTH!

Action Notes

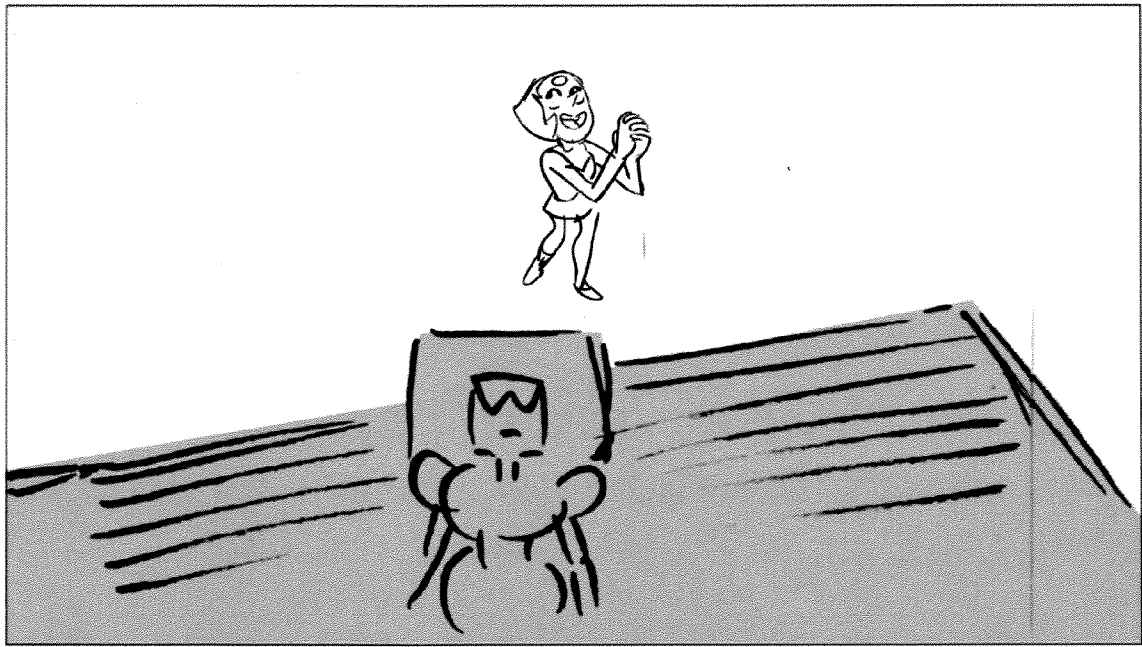
Amethyst Rolling her eyes.
PEARL spins completely around

JUN 10 2013

1020-007

1020-007

Scene	Panel
29	1



Action Notes

H.U.

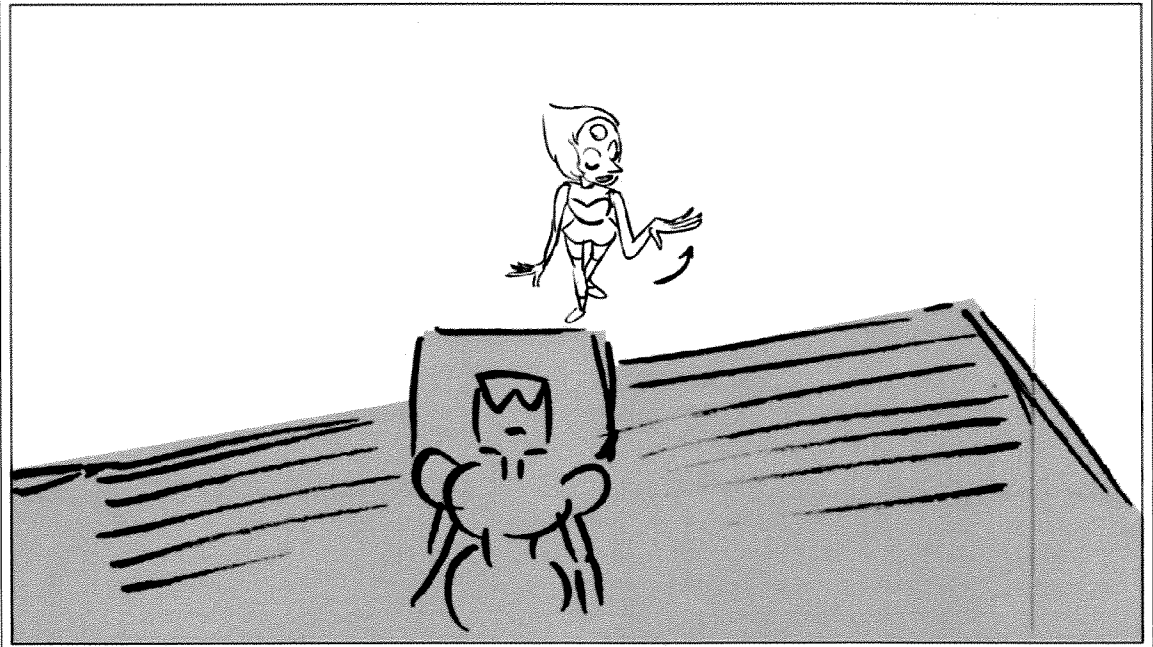
Slugging

Panels 1 to 5 = 4.01

Notes

H.U. Pearl to previous scene.

Scene	Panel
29	2



Dialog

PEARL: MAYBE THIS'LL BE A LIGHT MISSION AFTER ALL!

Notes

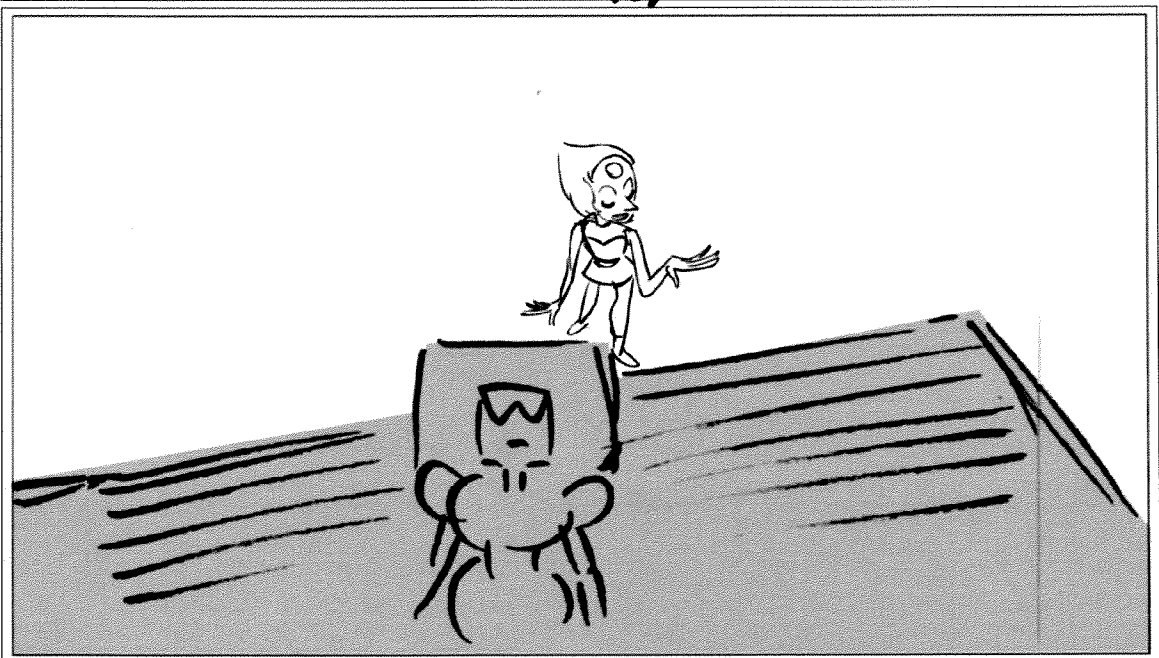
STEVEN and AMETHYST start coming in here

JUN 1 0 2013

1020-007

1020-0701

Scene	Panel
29	3



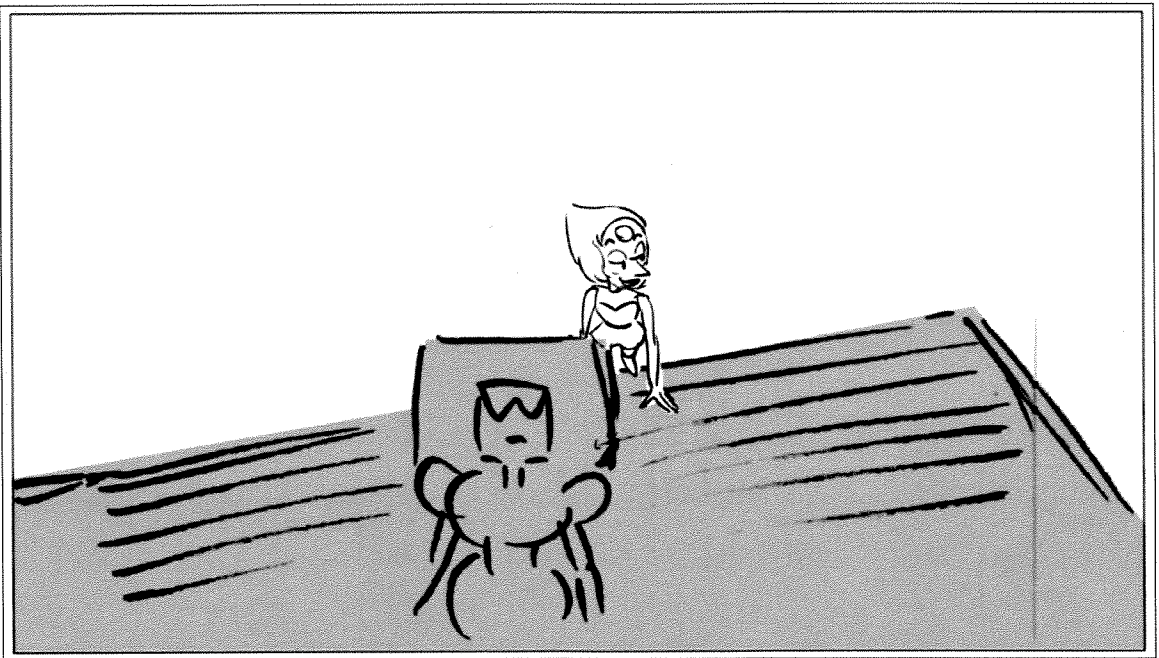
Dialog

PEARL: MAYBE THIS'LL BE A LIGHT MISSION AFTER ALL!

Notes

H.U. Pearl to previous scene.

Scene	Panel
29	4



Dialog

(Pearl Laughs)

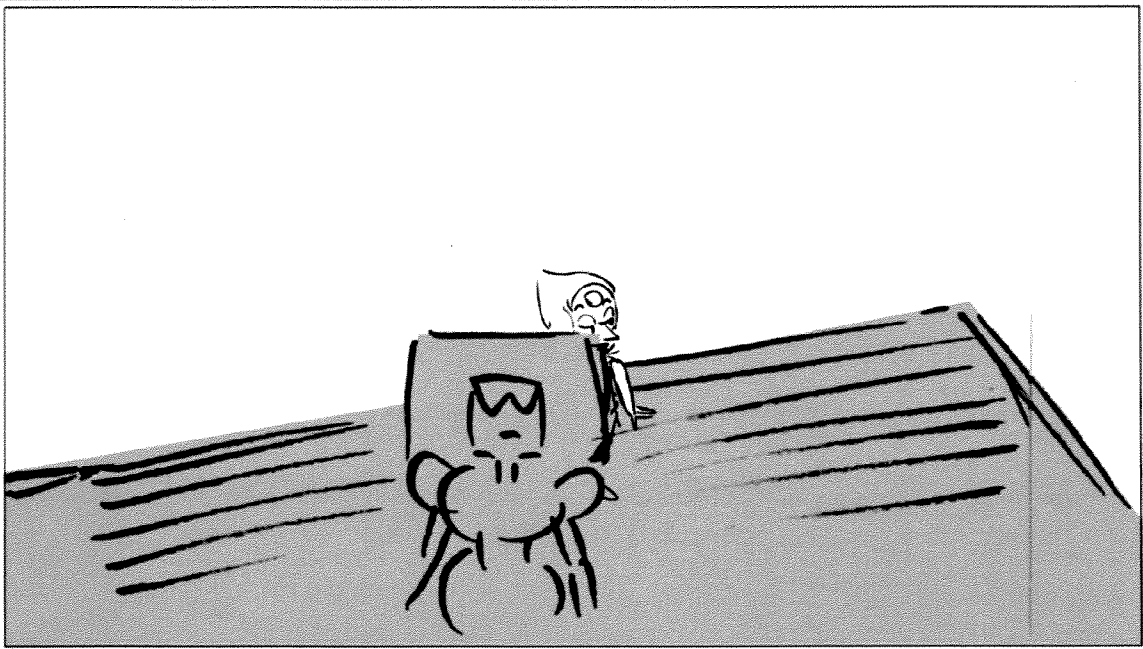
Notes

H.U. Pearl to previous scene.

JUN 10 2013

Scene	Panel	
	29	5

CONT

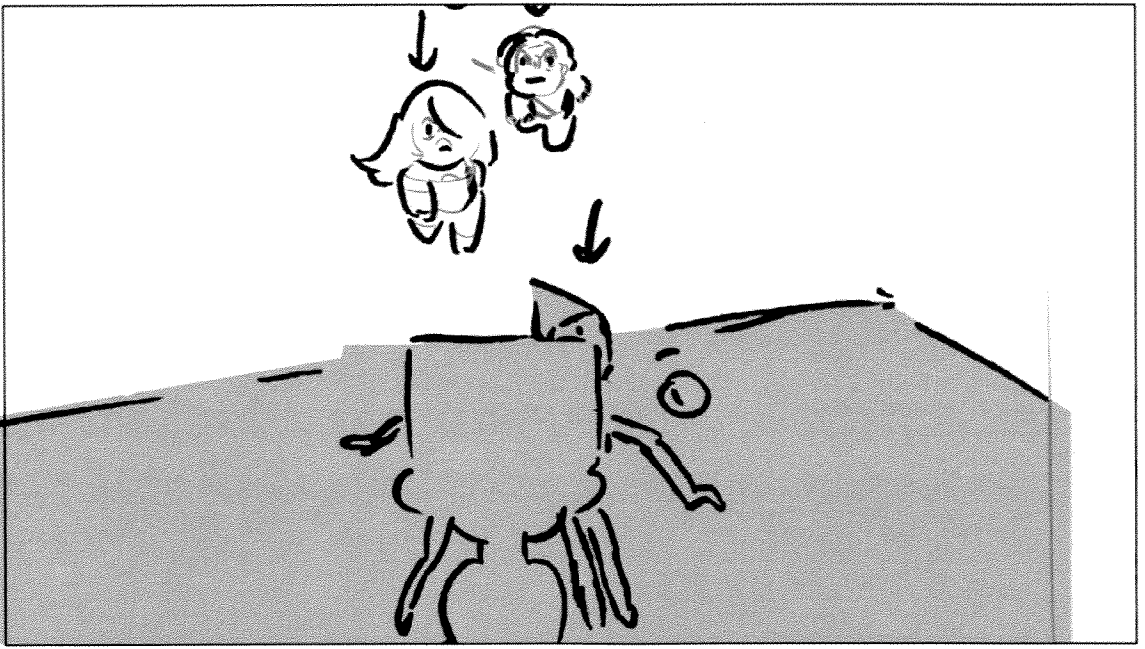


Dialog
(Pearl Laughs)

Notes
H.U. Pearl to previous scene.

Scene	Panel	
	29	6

CONT



Dialog
PEARL: <STUMBLES INTO GARNET>

Slugging
0.10

Notes
End pose STEVEN and AMETHYST

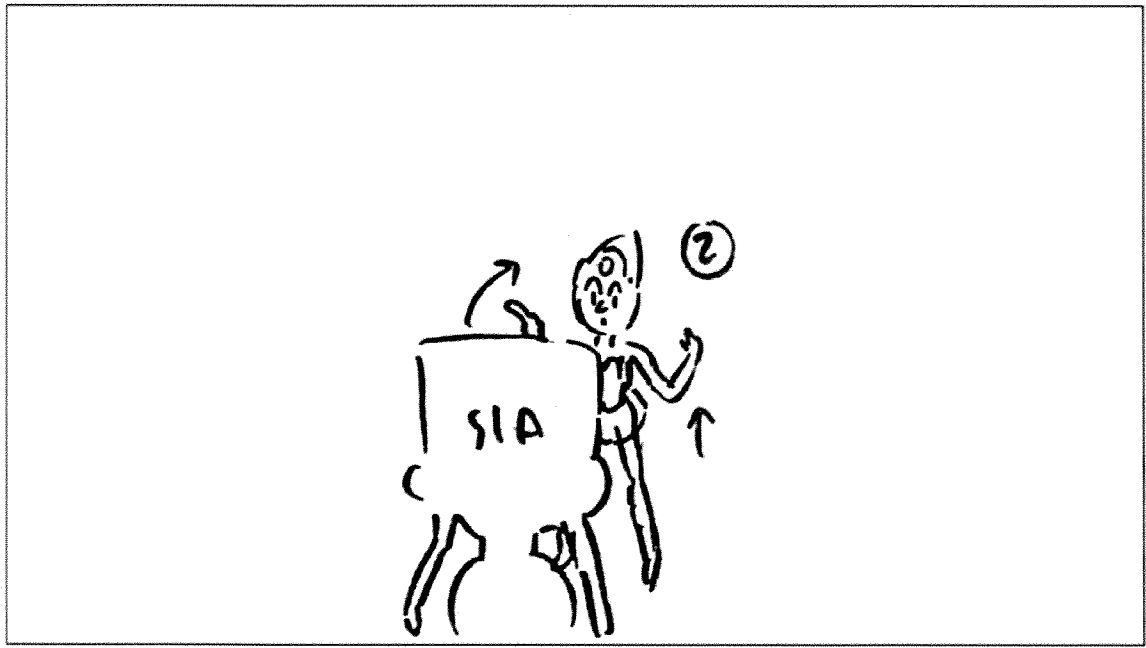
JUN 10 2013

1020.007

1020.007

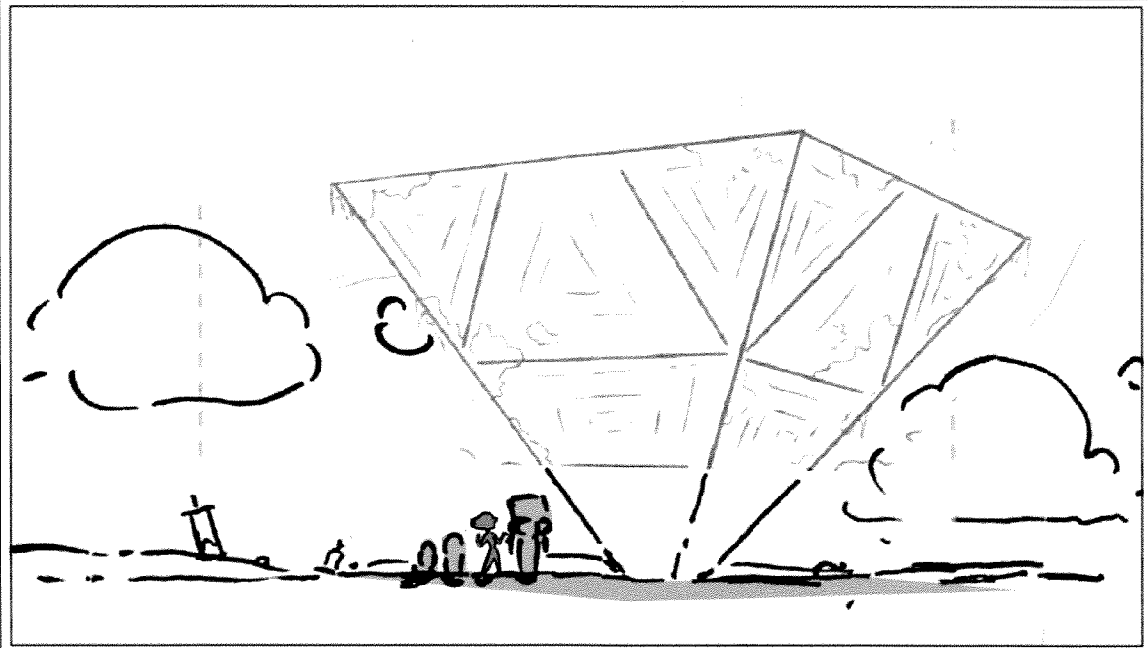
1020.007

Scene	Panel
29	7



Slugging
1.01

Scene	Panel
30	1



Dialog
GARNET: MAYBE NOT.

Slugging
Panels 1 + 2 = 3.13

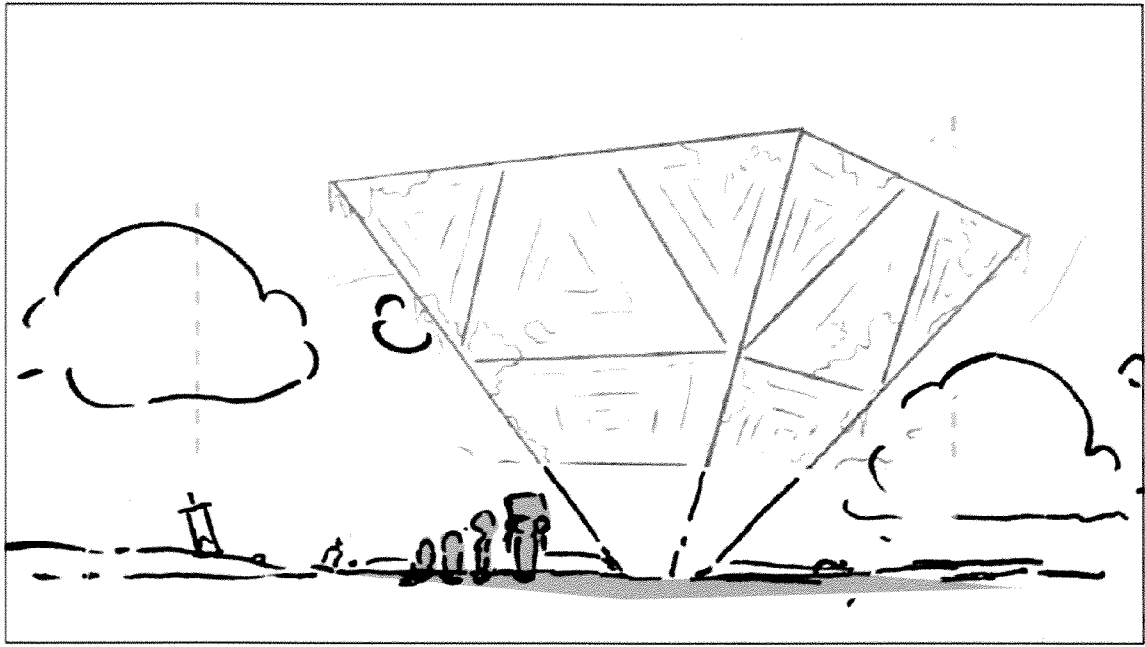
JUN 10 2013

1020-007

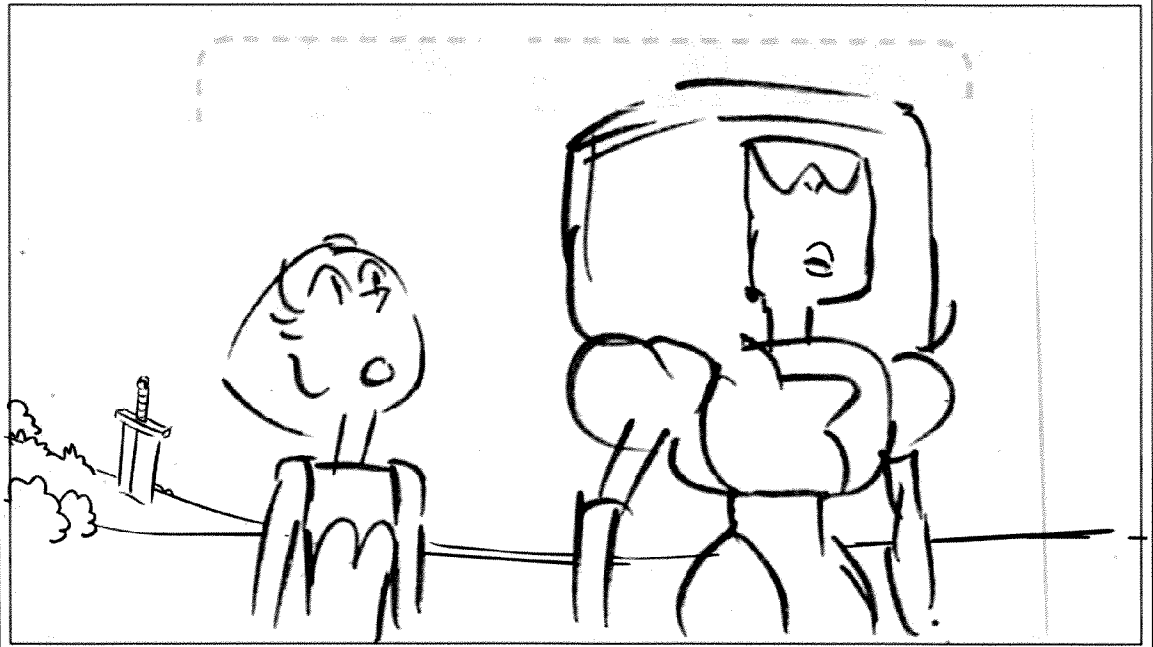
1020-007

1020-007

Scene	Panel
30	<i>cont</i> 2



Scene	Panel
31	1



Slugging
1.02

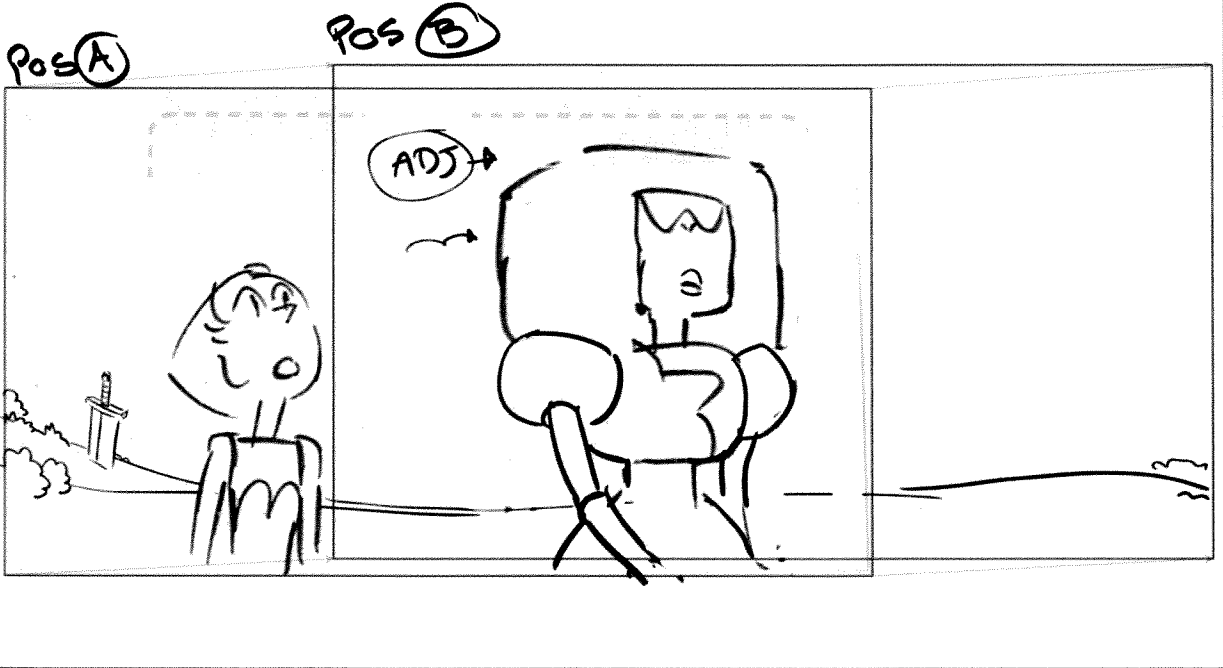
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
31	2



Action Notes
Garnet steps forward

Slugging
ADJ: 1.02

JUN 10 2015

1020-007

1020-007

1020-007

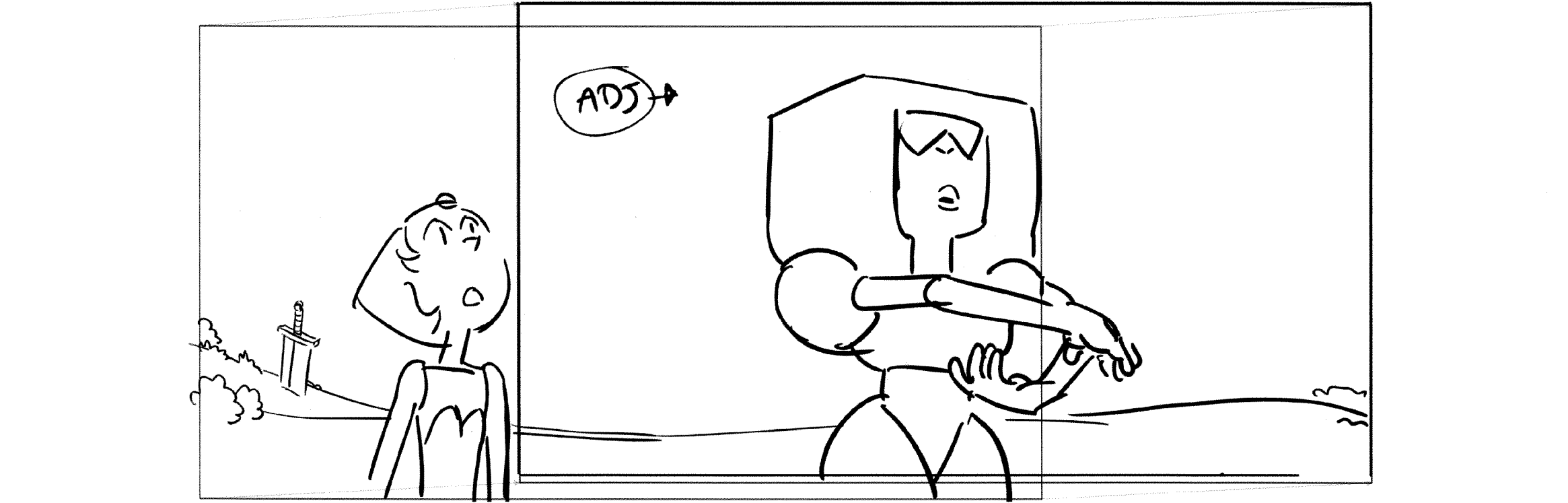
Scene

Panel

31

CONT

3



Slugging

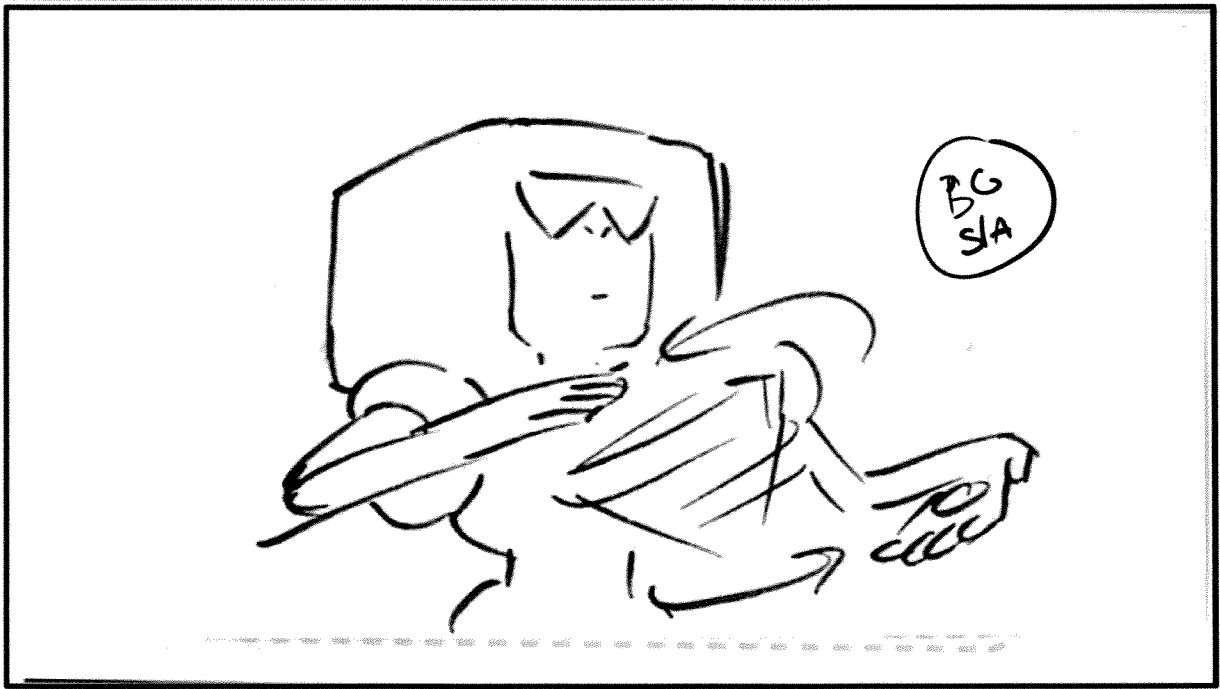
ADJ: 1.00

JUN 10 2013

1020.007

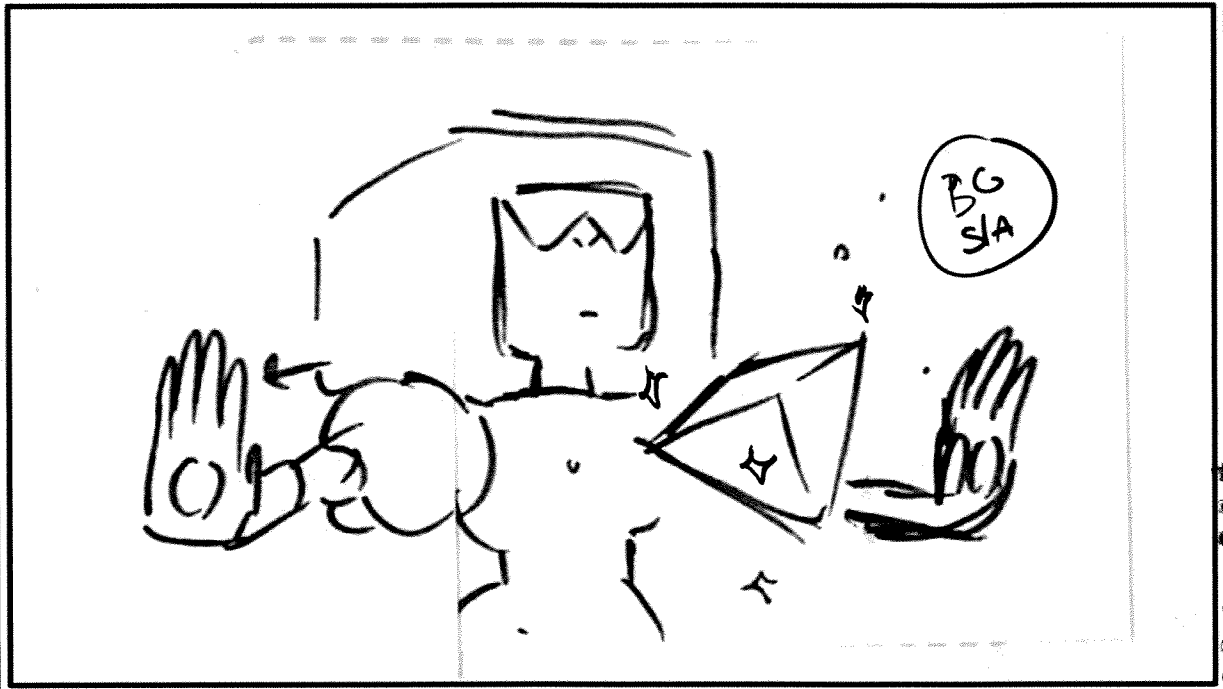
1020.007

Scene 31 **CONT** Panel 4



Slugging
0.12

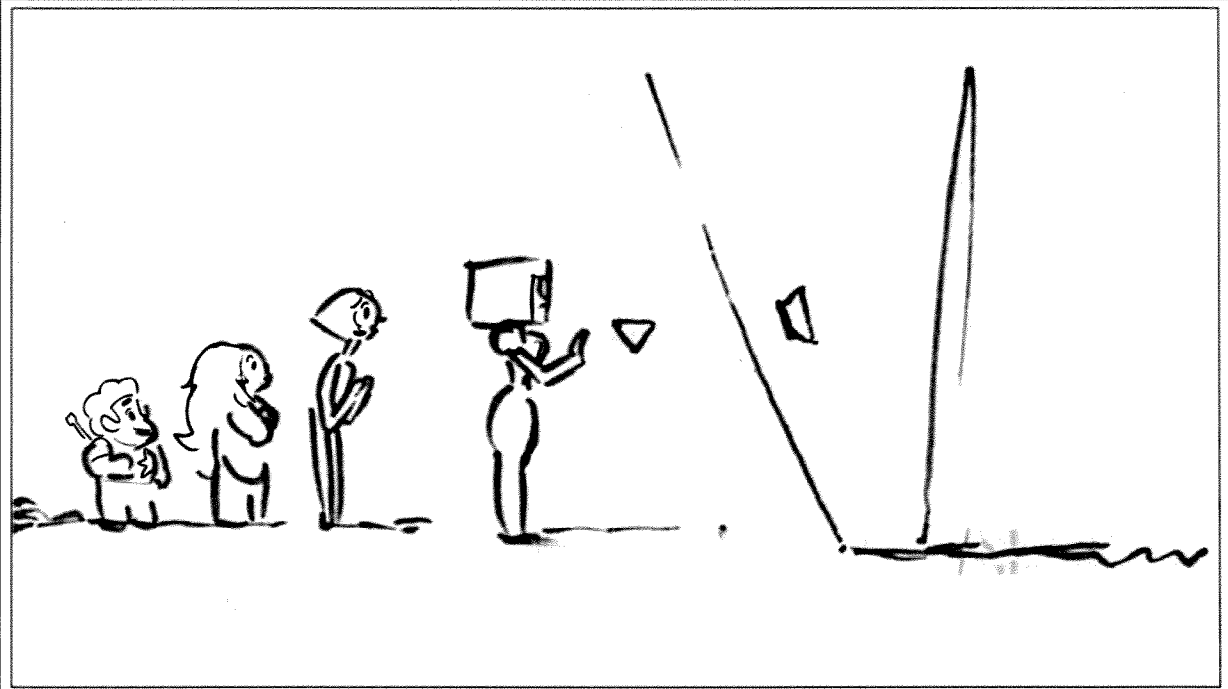
Scene 31 **CONT** Panel 5



Slugging
1.02

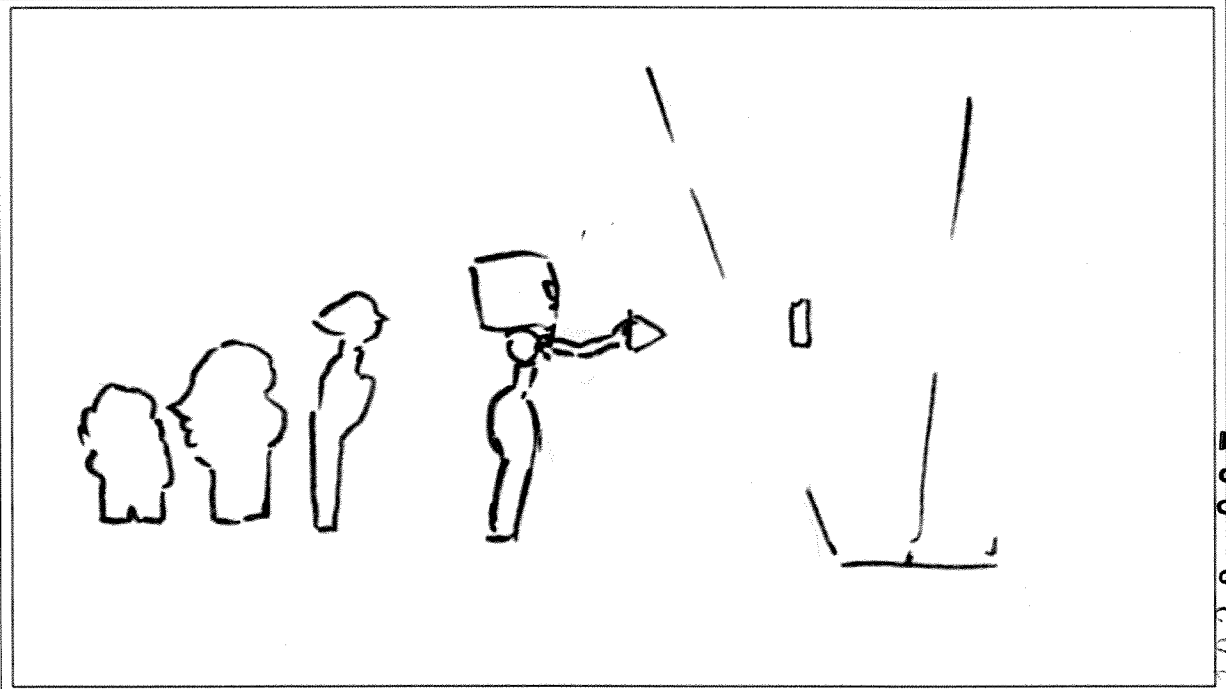
JUN 10 2015

Scene	Panel
32	1



Slugging
0.04

Scene	Panel
32	2



Slugging
1.04

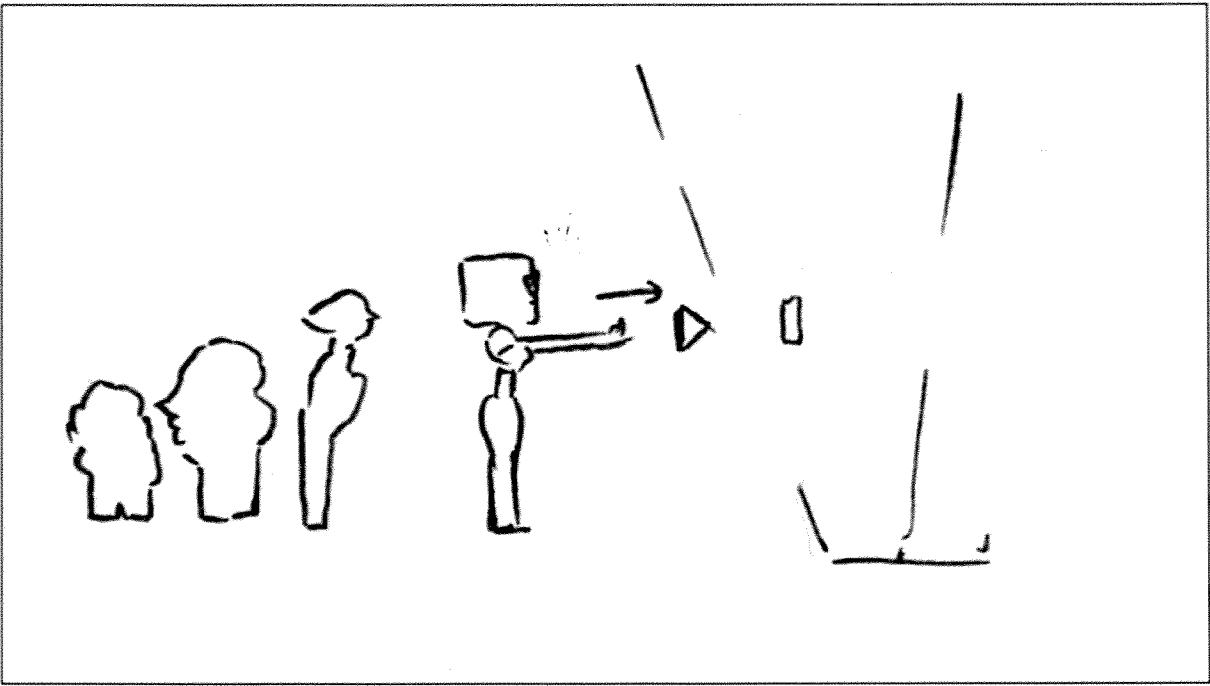
JUN 10 2013

1020.007

1020.007

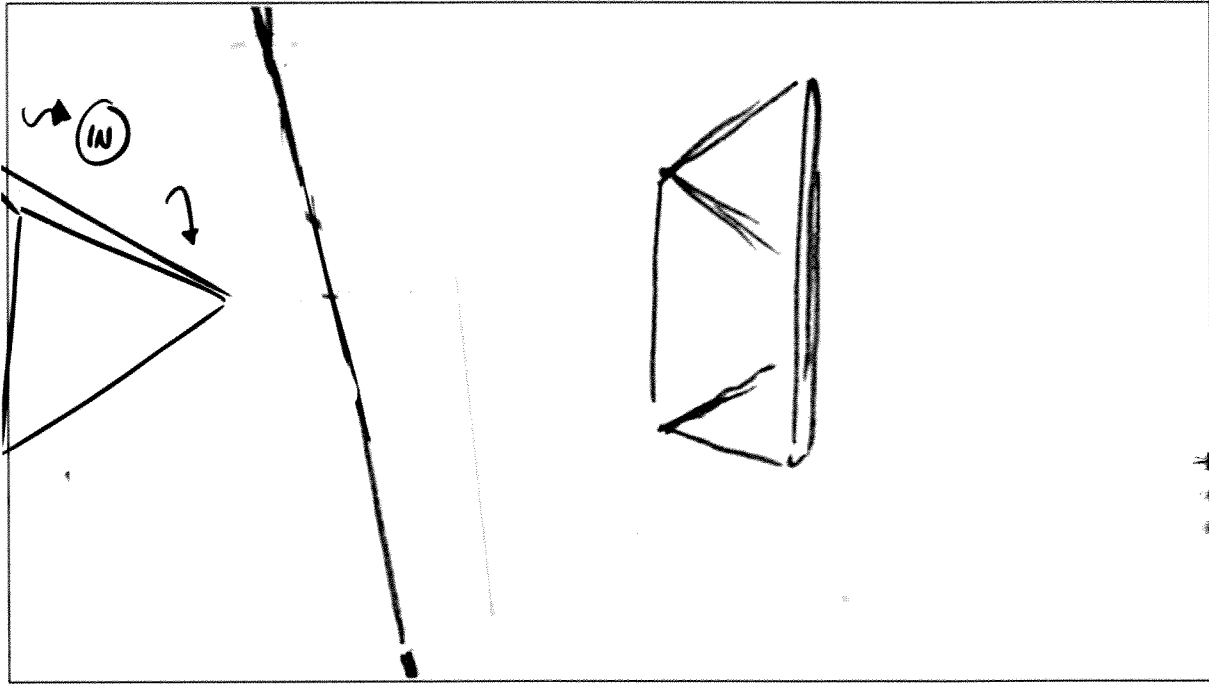
1020.007

Scene 32 *cont* Panel 3



Slugging
1.03

Scene 33 Panel 1



Slugging
Panels 1 + 2 = 0.12

JUN 10 2013

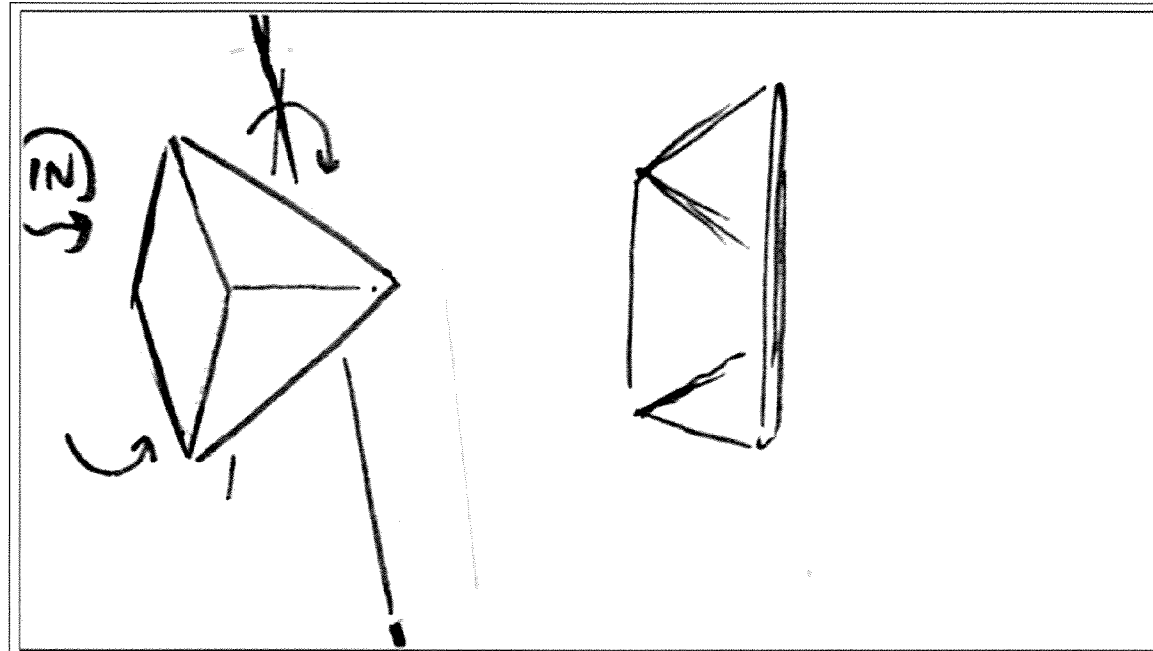
1020-007

1020-007

1020-007

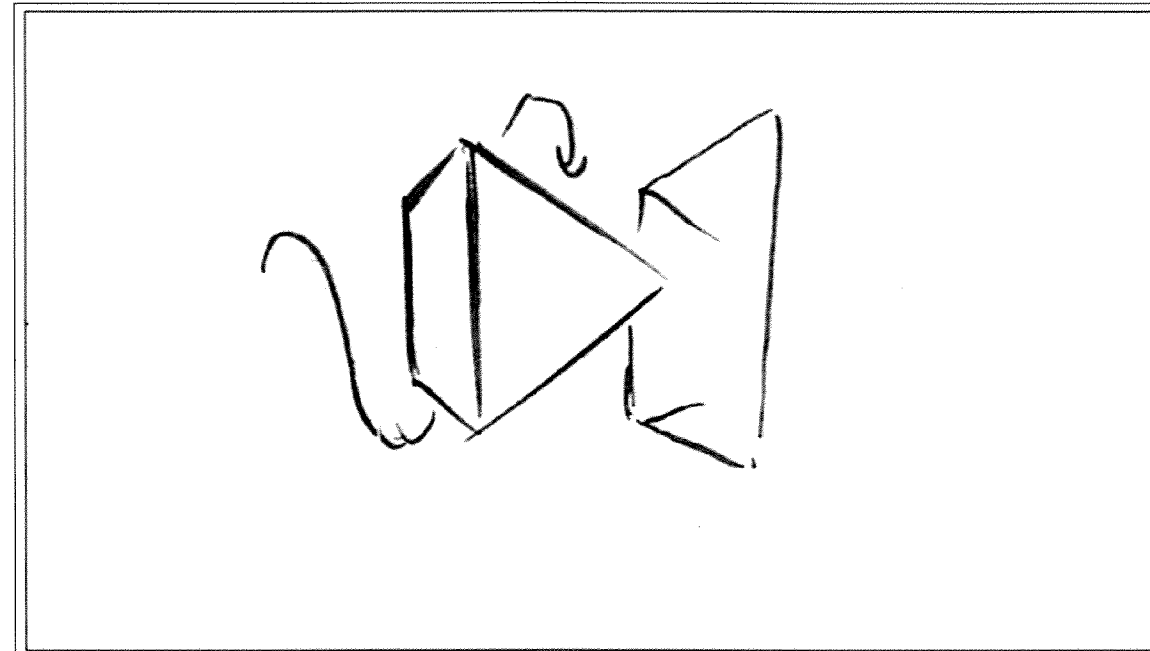
Scene	Panel
33	<i>CONT</i>

2



Scene	Panel
33	<i>CONT</i>

3



Slugging
1.00

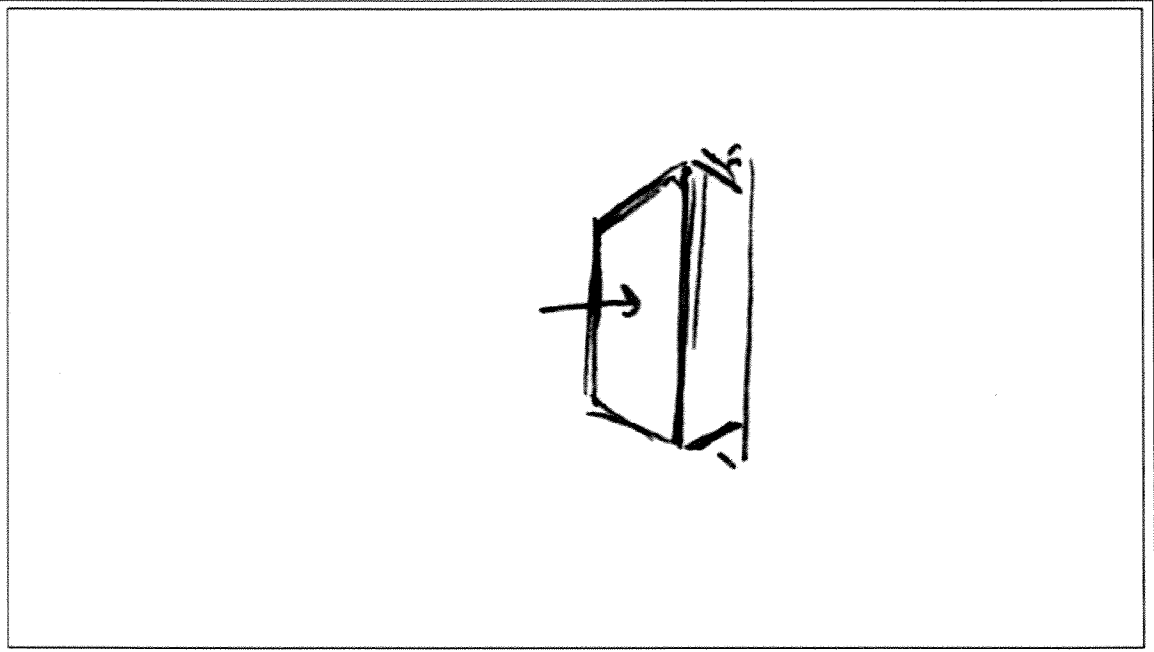
JUN 10 2013

1020-007

1020-007

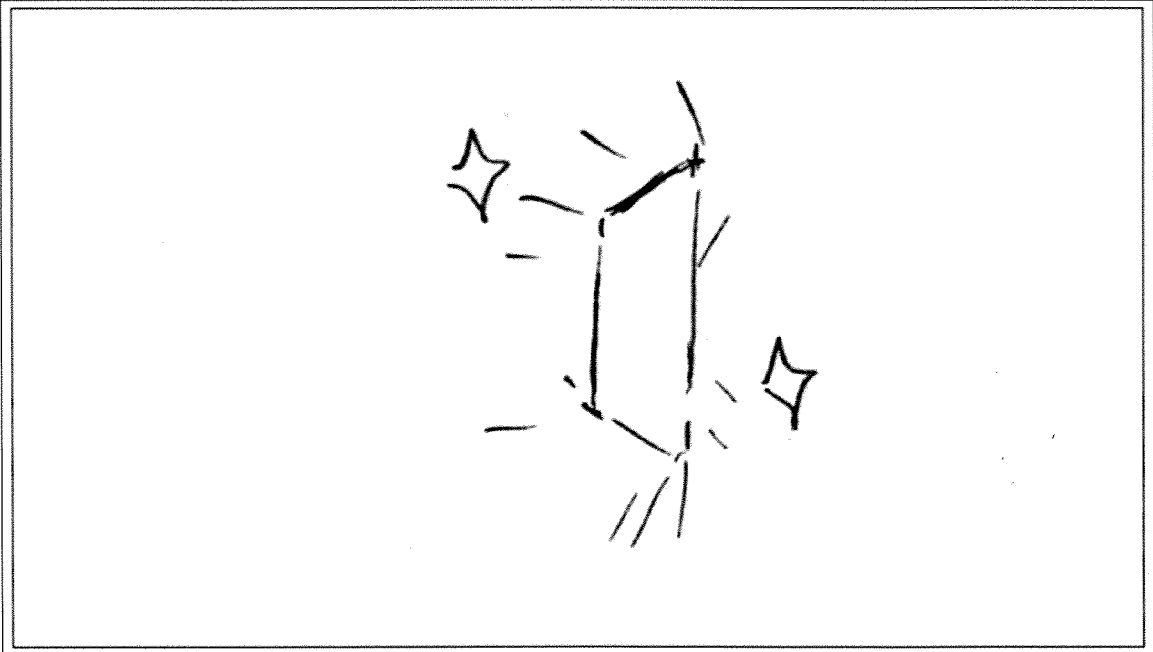
1020-007

Scene	Panel
33	<i>CONT</i>
4	



Slugging
1.01

Scene	Panel
33	<i>CONT</i>
5	



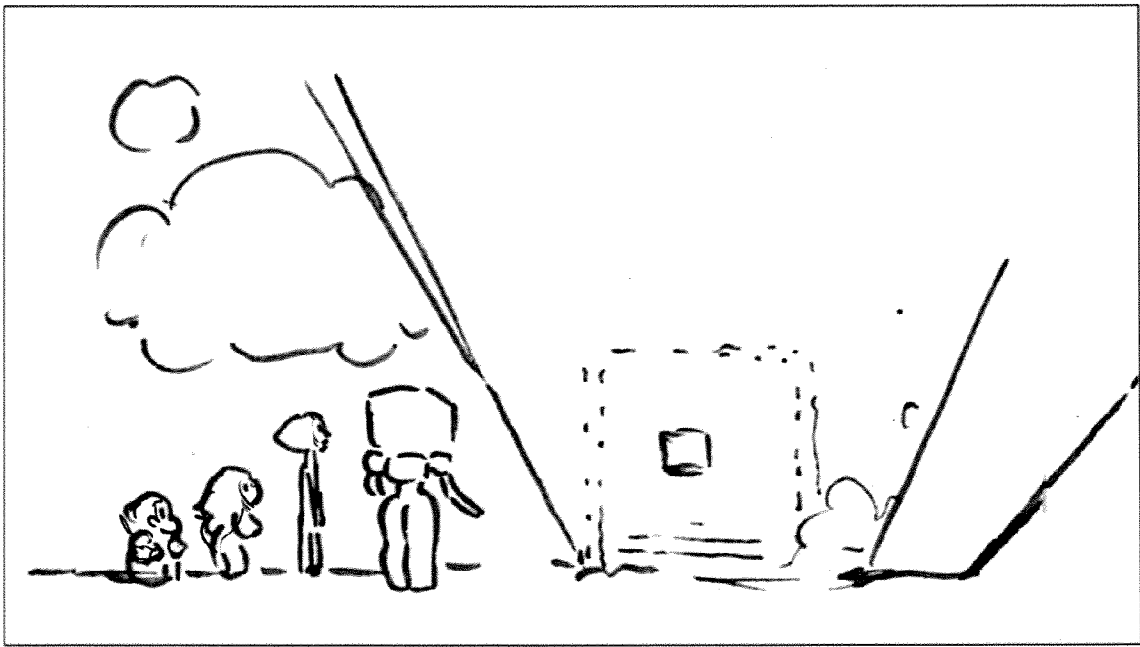
Slugging
1.08

JUN 10 2013

1020-007

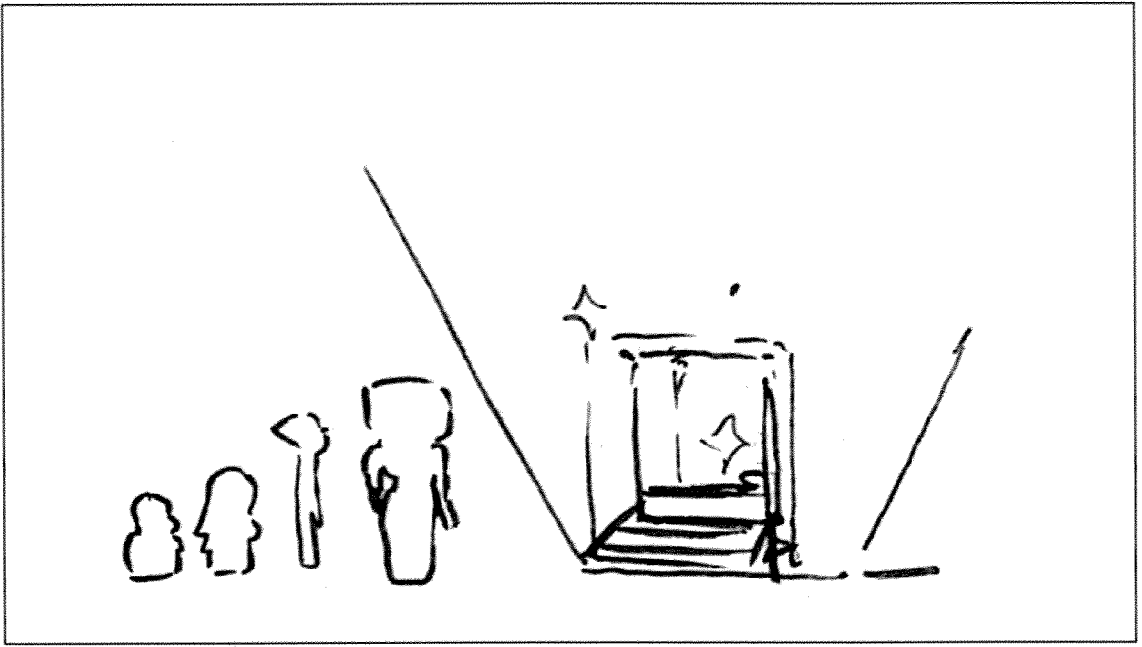
1020-007

Scene	Panel
34	1



Slugging
0.12

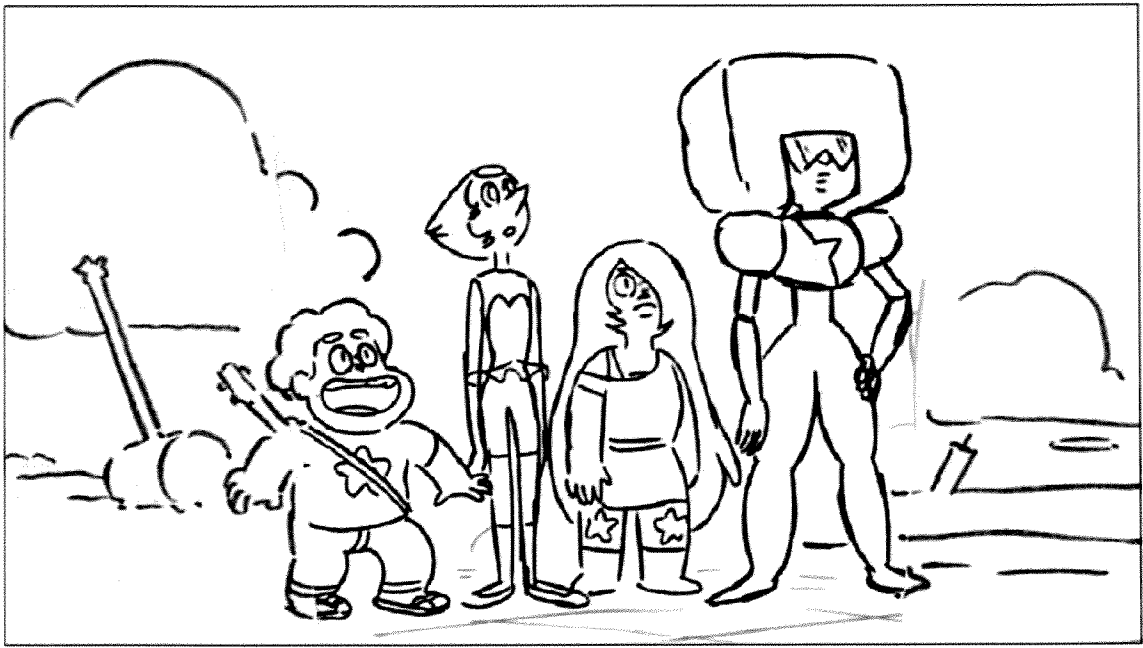
Scene	Panel
34	2



Slugging
2.01

JUN 10 2013

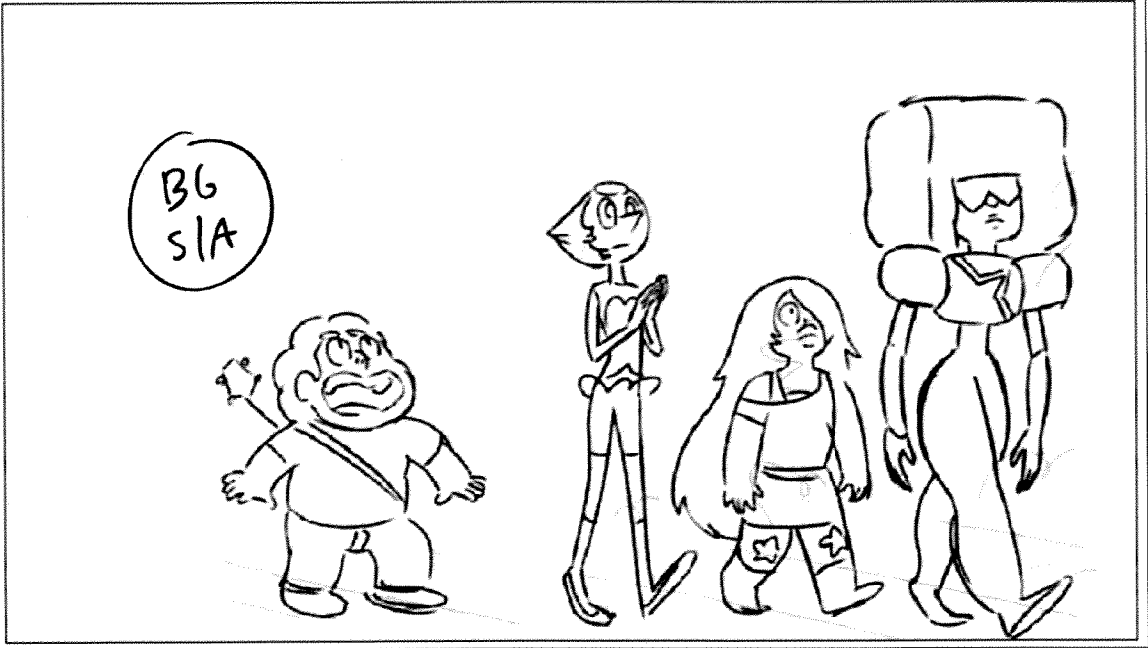
Scene	Panel
35	1



Dialog
STEVEN: WOAHHHHH!

Slugging
1.00

Scene	Panel
35	<i>cont</i> 2



Dialog
STEVEN: WOAHHHHH!

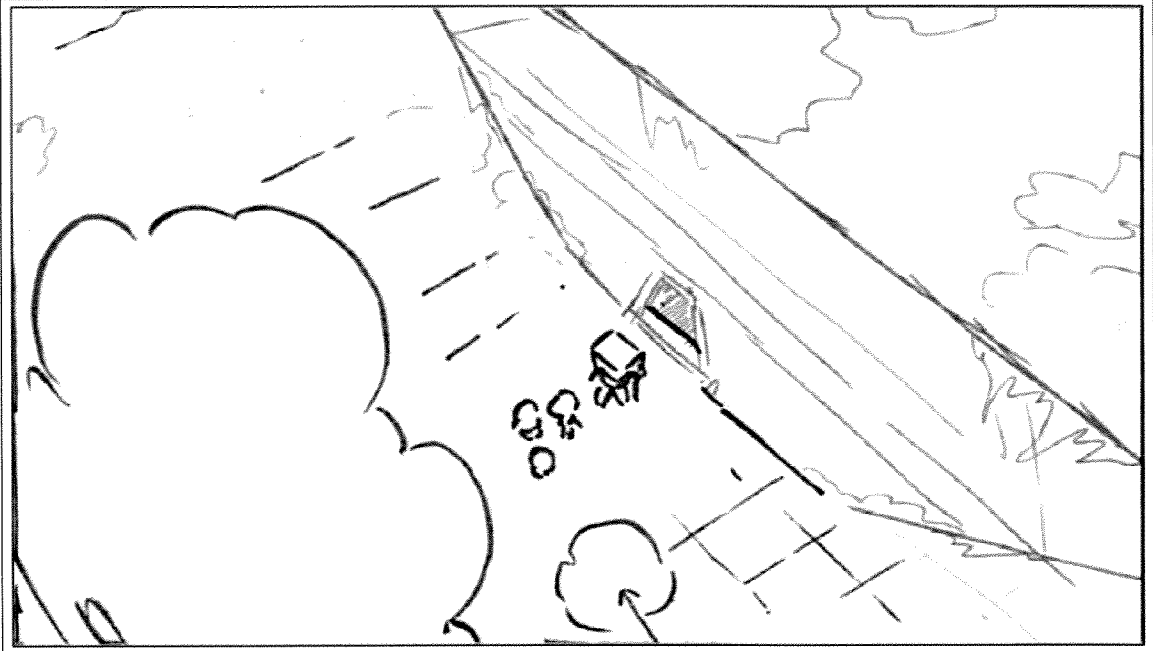
Slugging
0.13
JUN 10 2013

Scene	Panel
35	cont 3



Slugging
0.12

Scene	Panel
36	1



Slugging
0.09

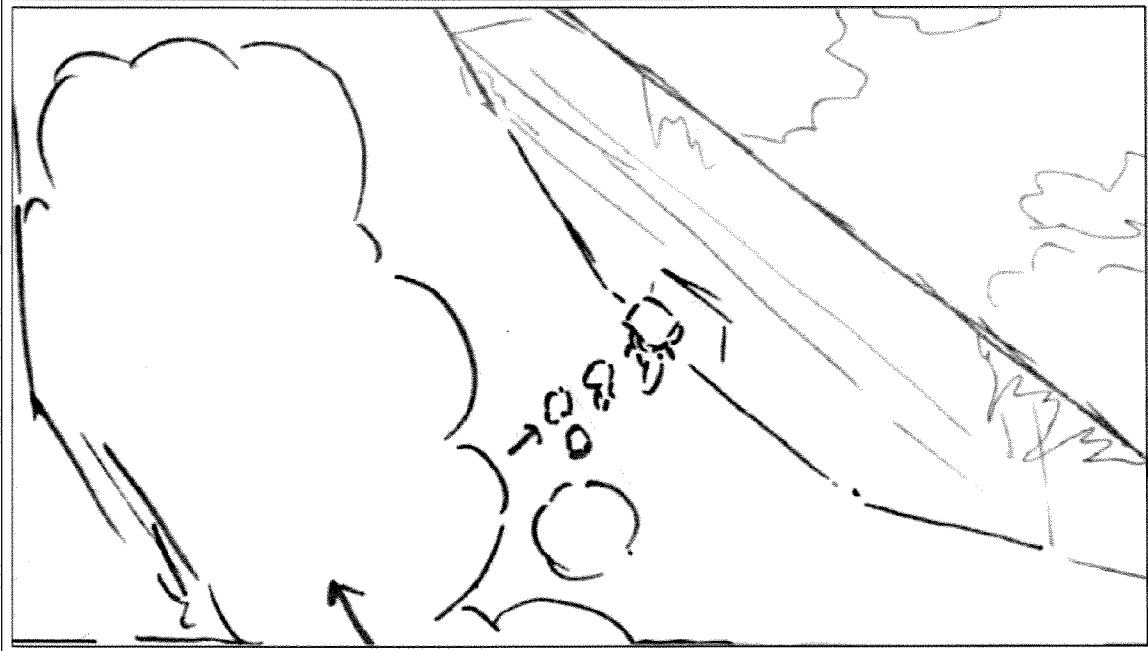
JUN 10 2013

1020-007

1020-007

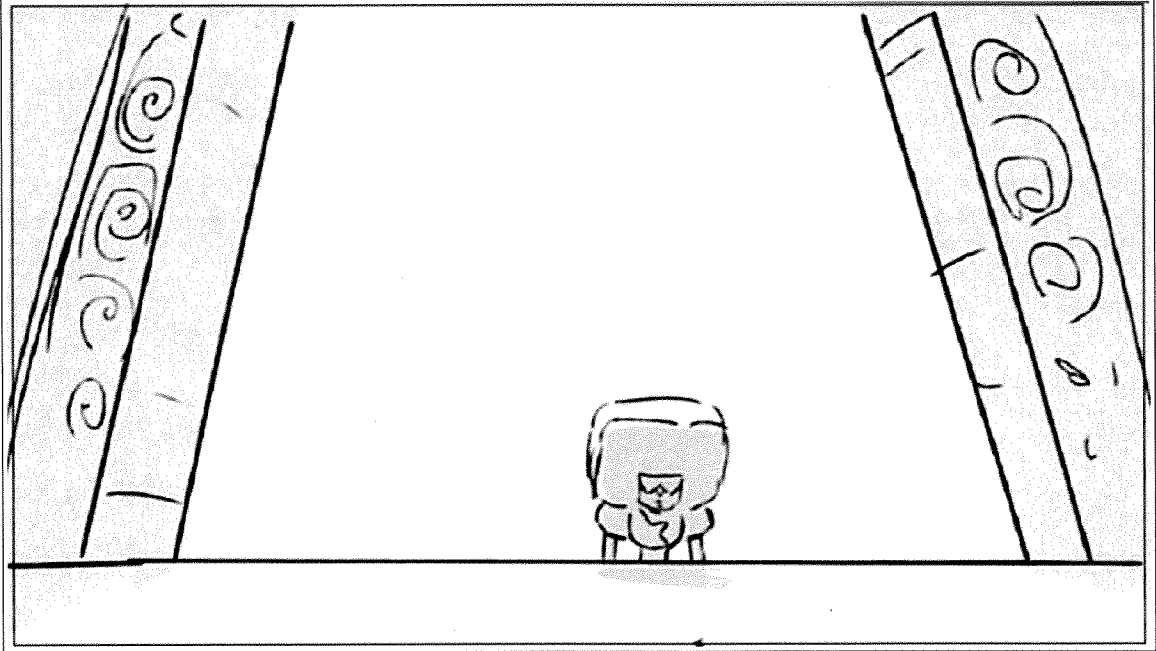
1020-007

Scene	Panel
36	CONT 2



Slugging
0.15

Scene	Panel
37	1



Slugging
0.10

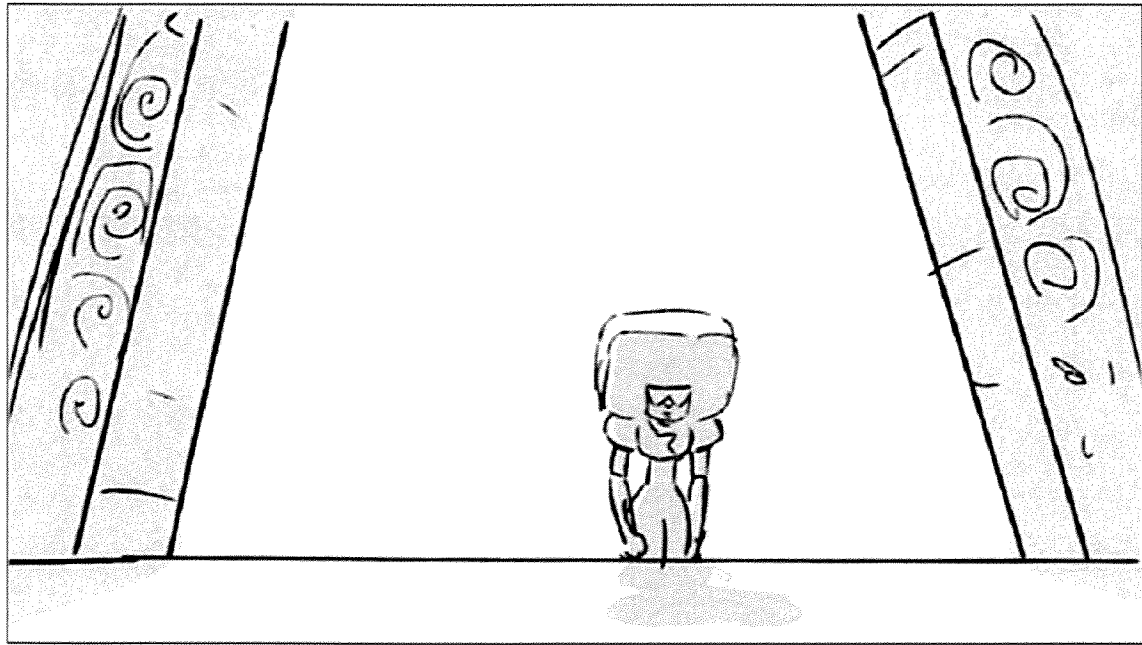
JUN 10 2013

1020-007

1020-007

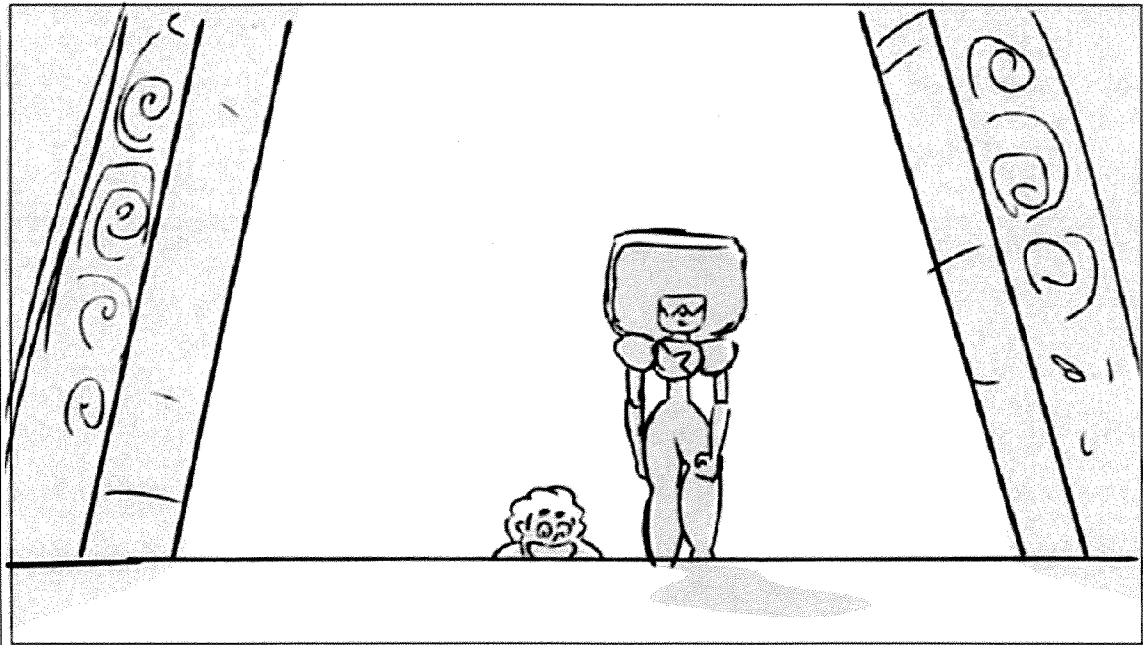
1020-007

Scene
37 *cont* Panel 2



Slugging
0.09

Scene
37 *cont* Panel 3



Dialog
STEVEN: <LAUGH>

Slugging
0.10

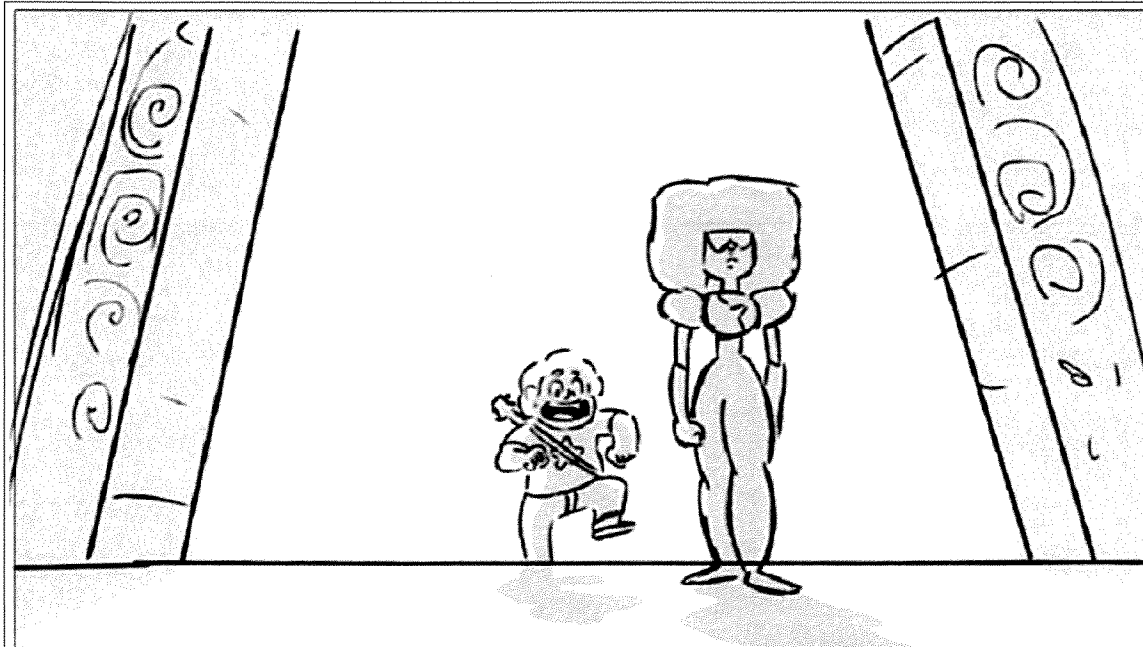
JUN 10 2013

1020-007

1020-007

1020-007

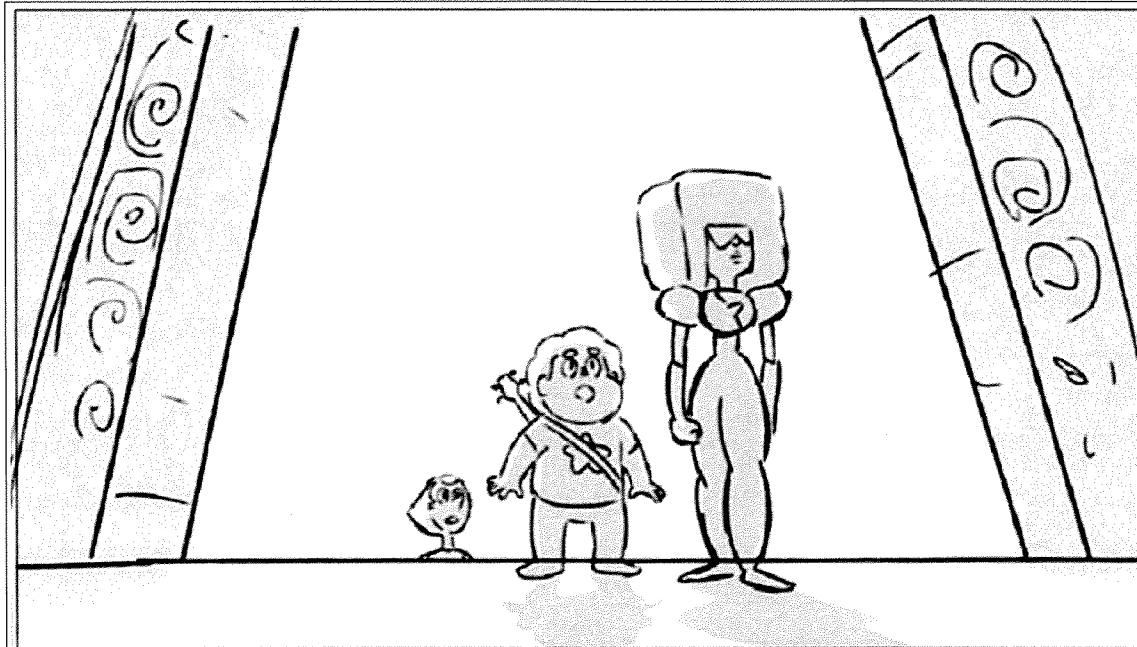
Scene Panel
37 *cont* 4



Dialog
STEVEN: <LAUGH>

Slugging
0.13

Scene Panel
37 *cont* 5



Slugging
0.14

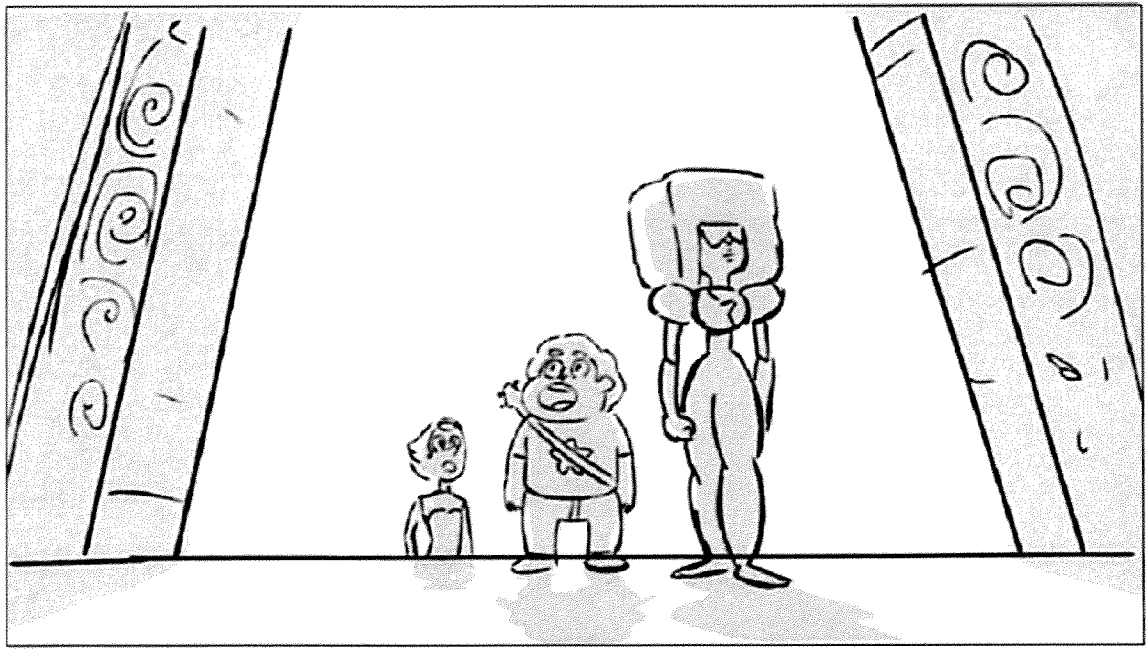
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
37	6



Dialog
STEVEN: WHHHHOOOOOOAAAAAAAAHHHH!

Slugging
0.09

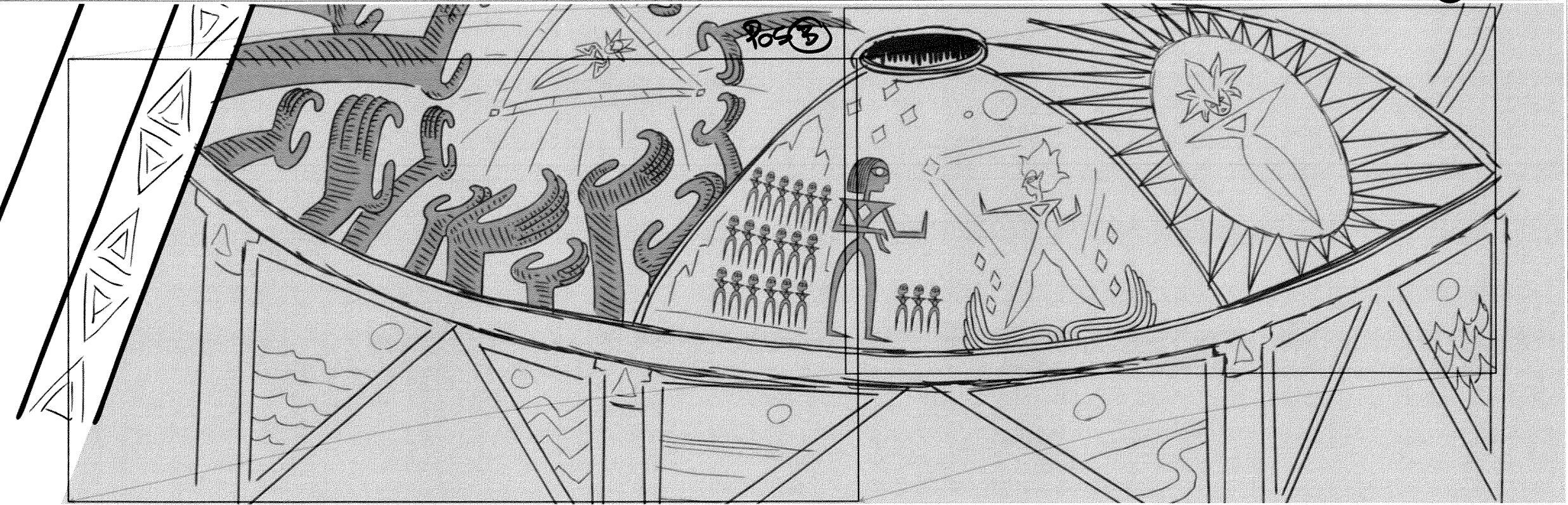
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
	38
	Pos A
	1



Dialog

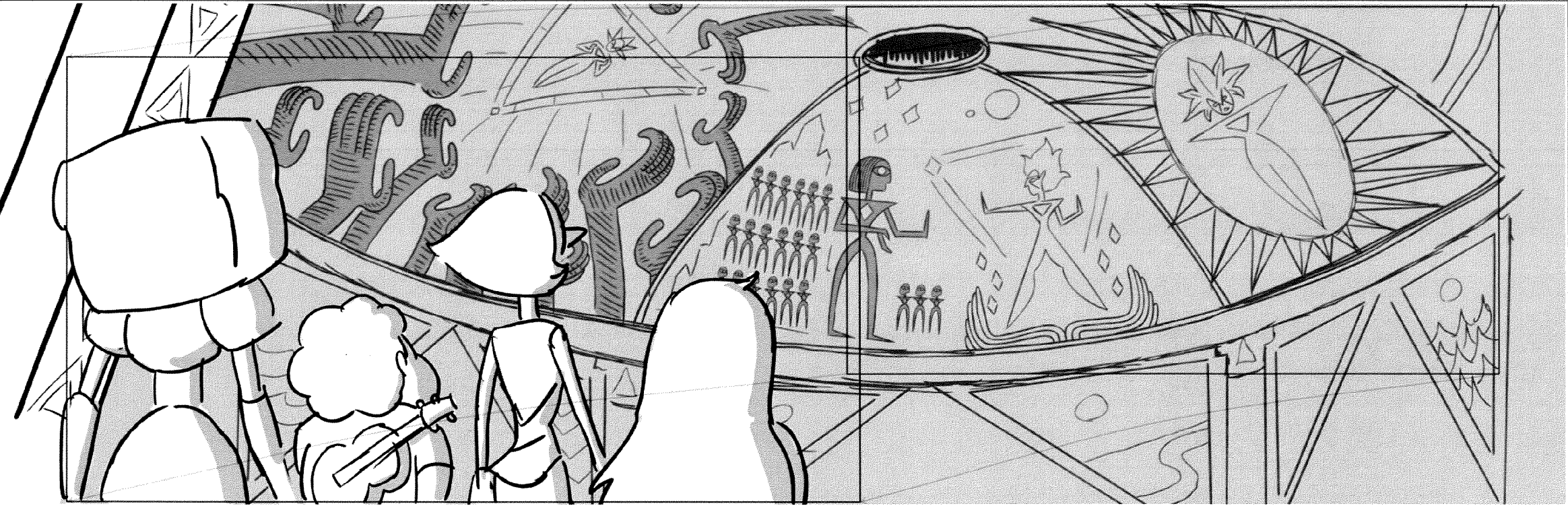
STEVEN: WHHHHOOOOOOOAAAAAAAAAHHHH!

Slugging

HOLD: 0.10

JUN 10 2013

Scene	Panel	
	38	cont 2



Dialog

STEVEN: WHHHHOOOOOOOAAAAAAAAAHHHH!

Action Notes

Start pose

Slugging	JUN 10 2015
ADJ: 1.05	

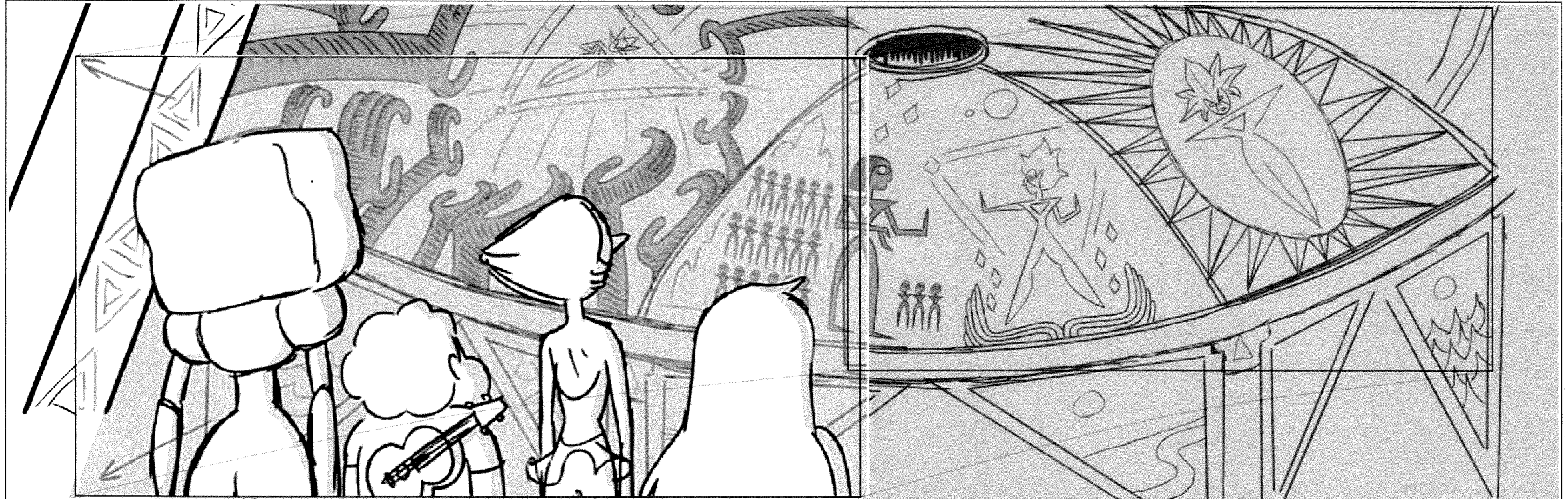
Scene

Panel

38

CONT

3



Slugging

ADJ: 0.15

Then HOLD: 0.15

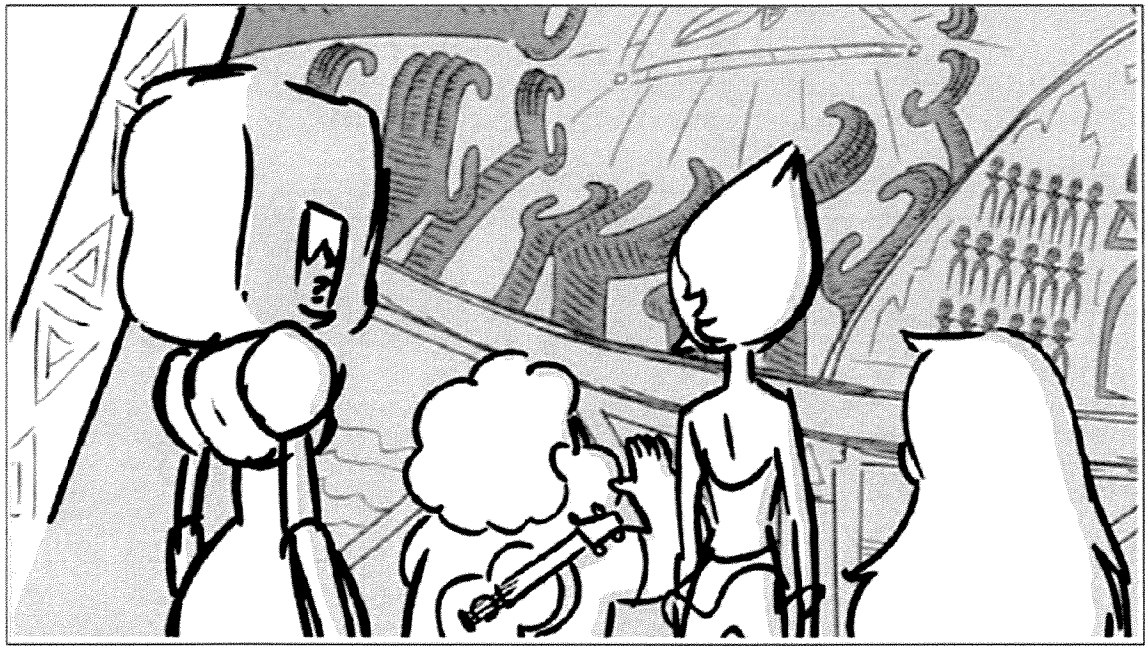
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
38	4



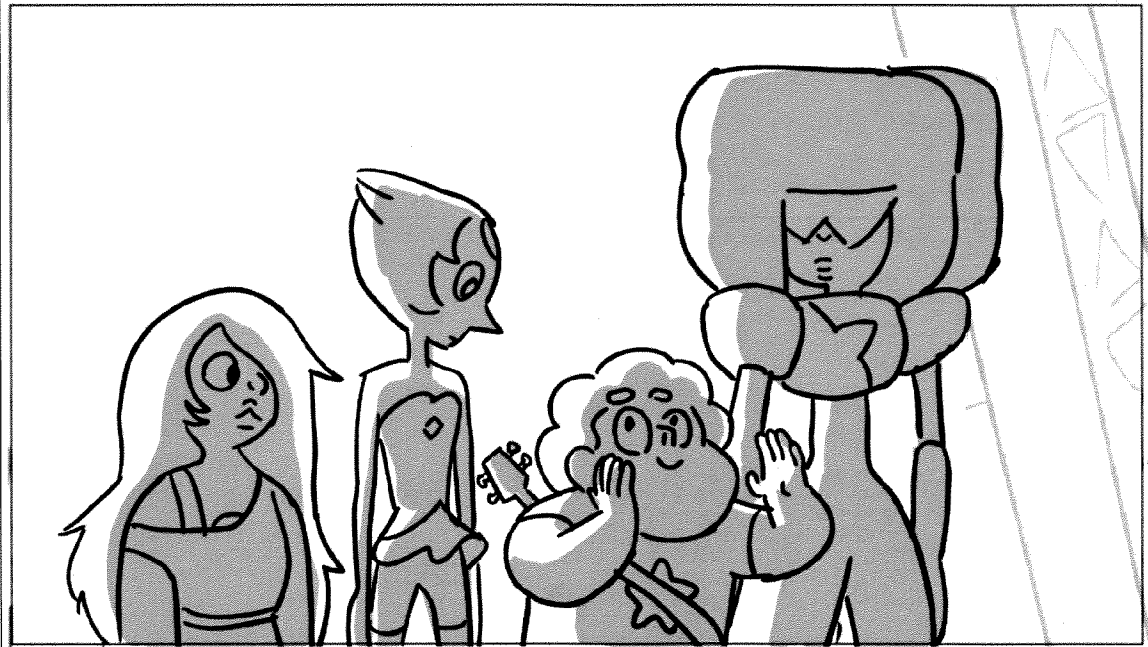
Dialog

STEVEN: (*YELLING INTO CAVERNOUS ROOM) STEVEN'S THE BEST!

Slugging

2.04

Scene	Panel
39	1



Slugging

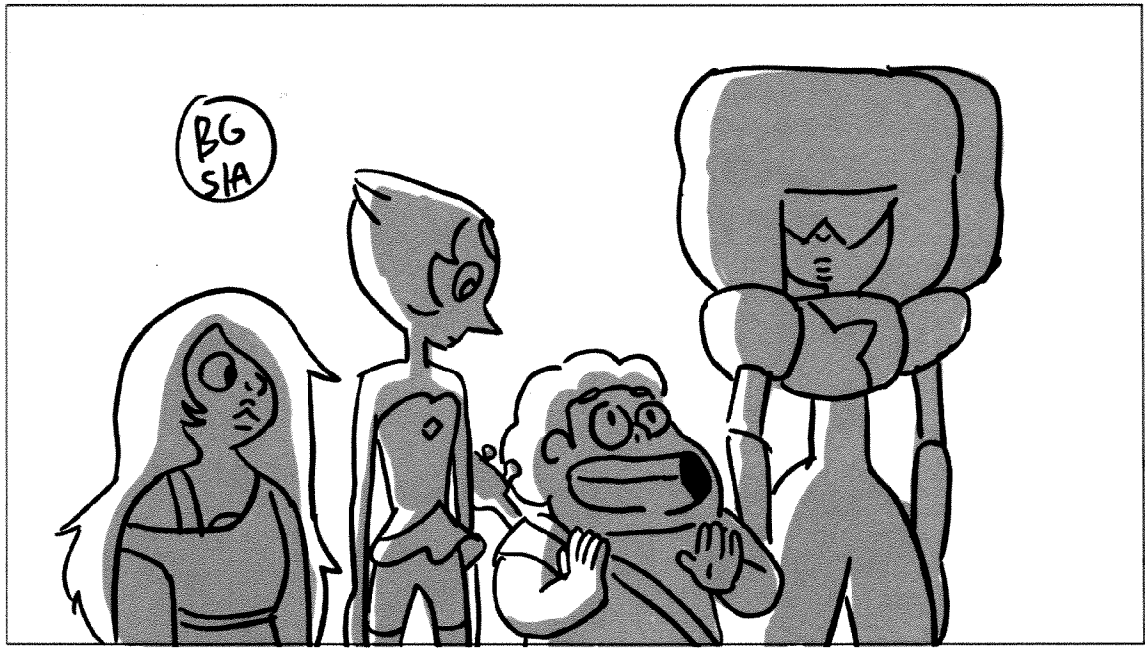
2.05

JUN 10 2013

1020-007

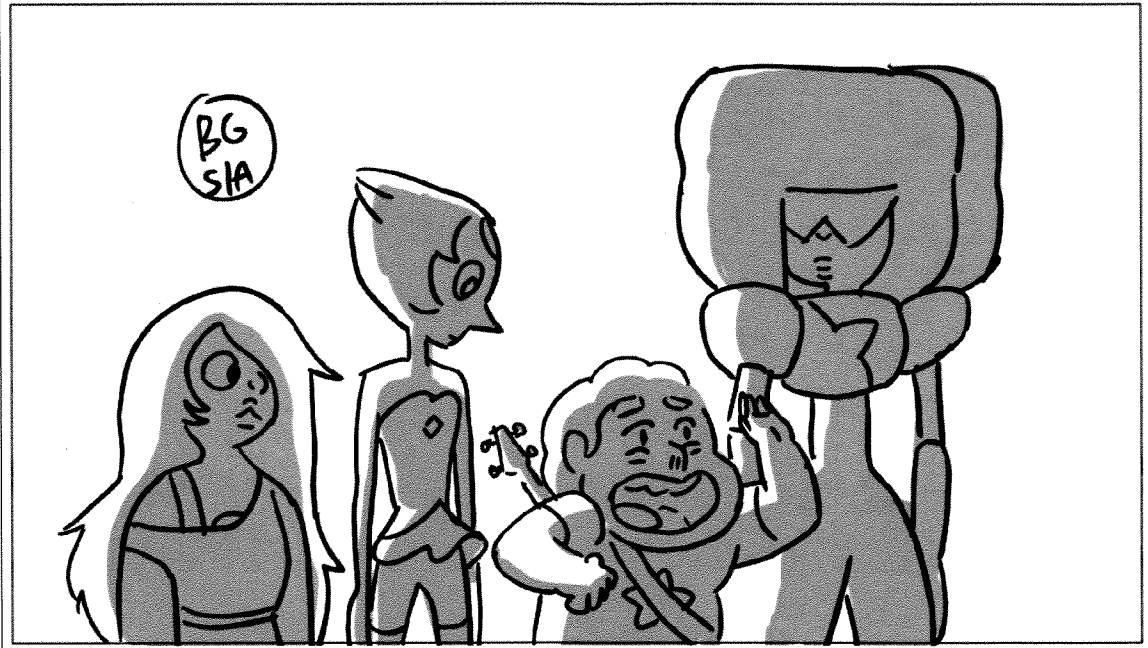
1020-007

Scene 39 *cont* Panel 2



Slugging
0.11

Scene 39 *cont* Panel 3



Dialog
STEVEN: WHY...

Slugging
0.14

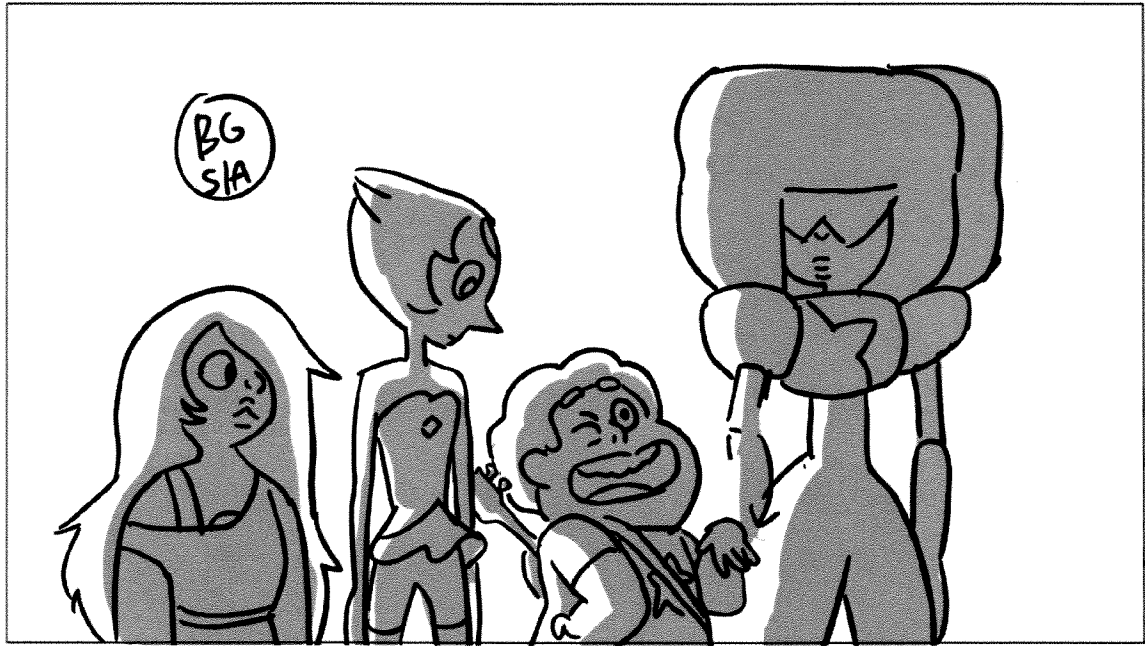
JUN 10 2012

1020-007

1020-007

1020-007

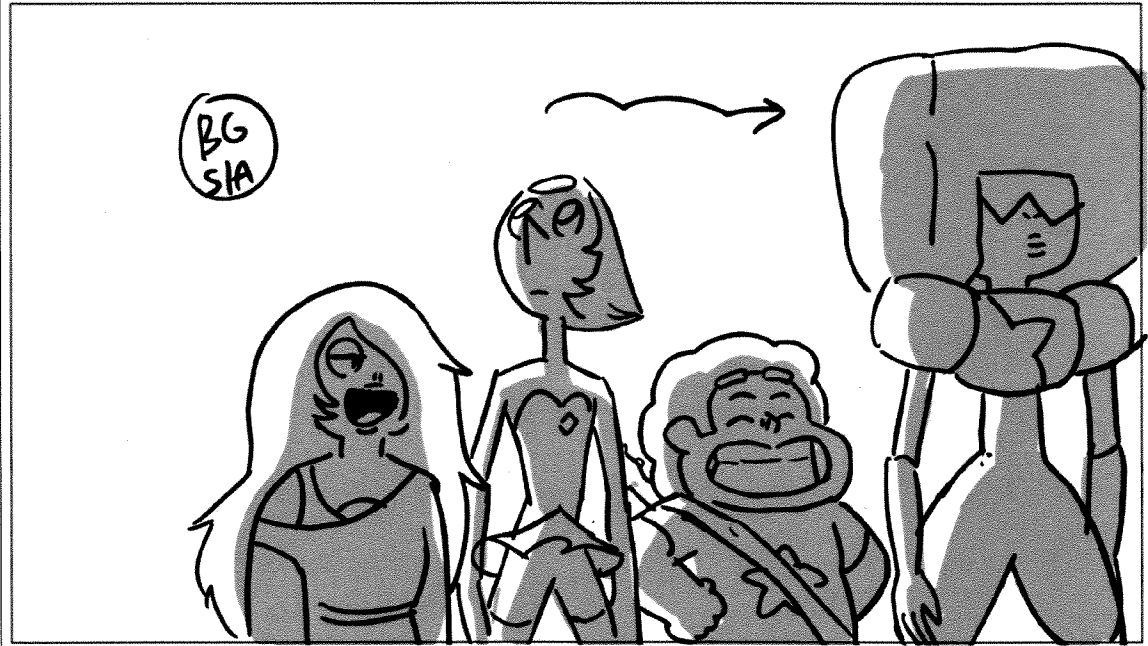
Scene Panel
39 *CONT* 4



Dialog
STEVEN: THANK YOU TEMPLE!

Slugging
2.02

Scene Panel
39 *CONT* 5

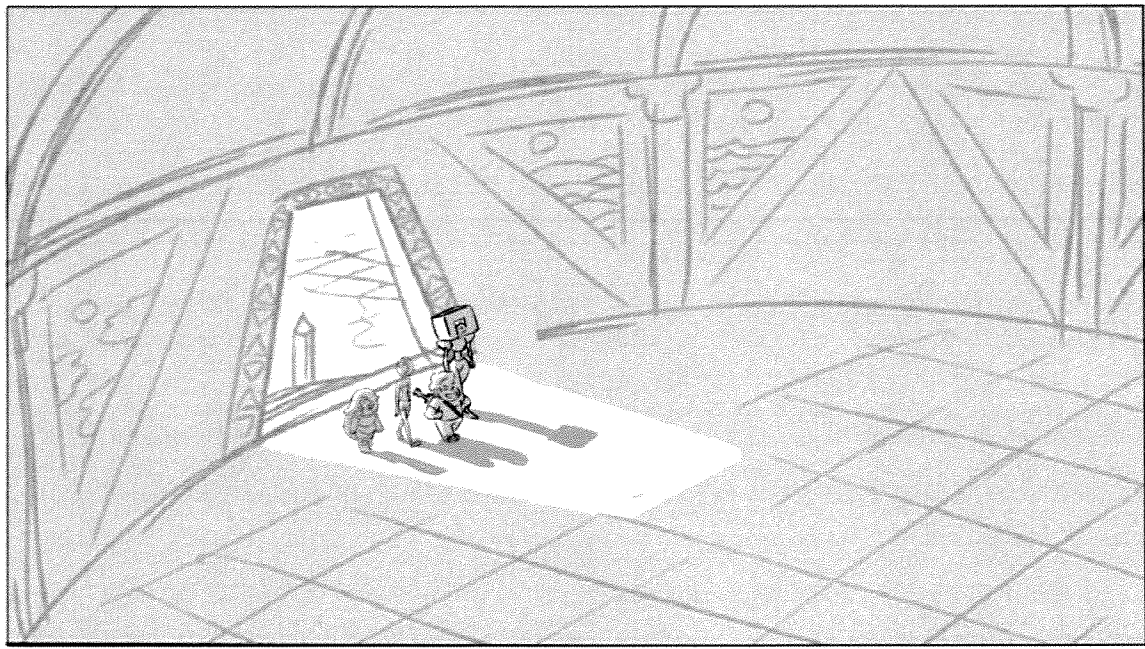


Dialog
AMETHYST: YER A DOOF

Slugging
0.15

JUN 10 2015

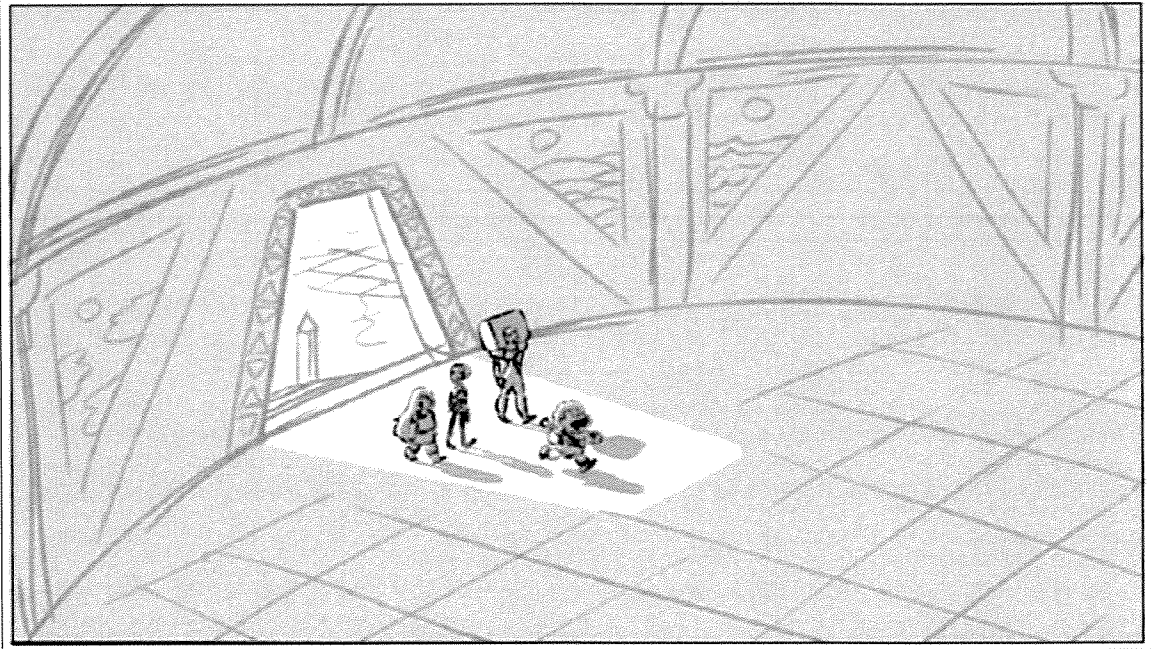
Scene	Panel
40	1



Slugging
1.01

Notes
H.U. Steven pose to previous scene.

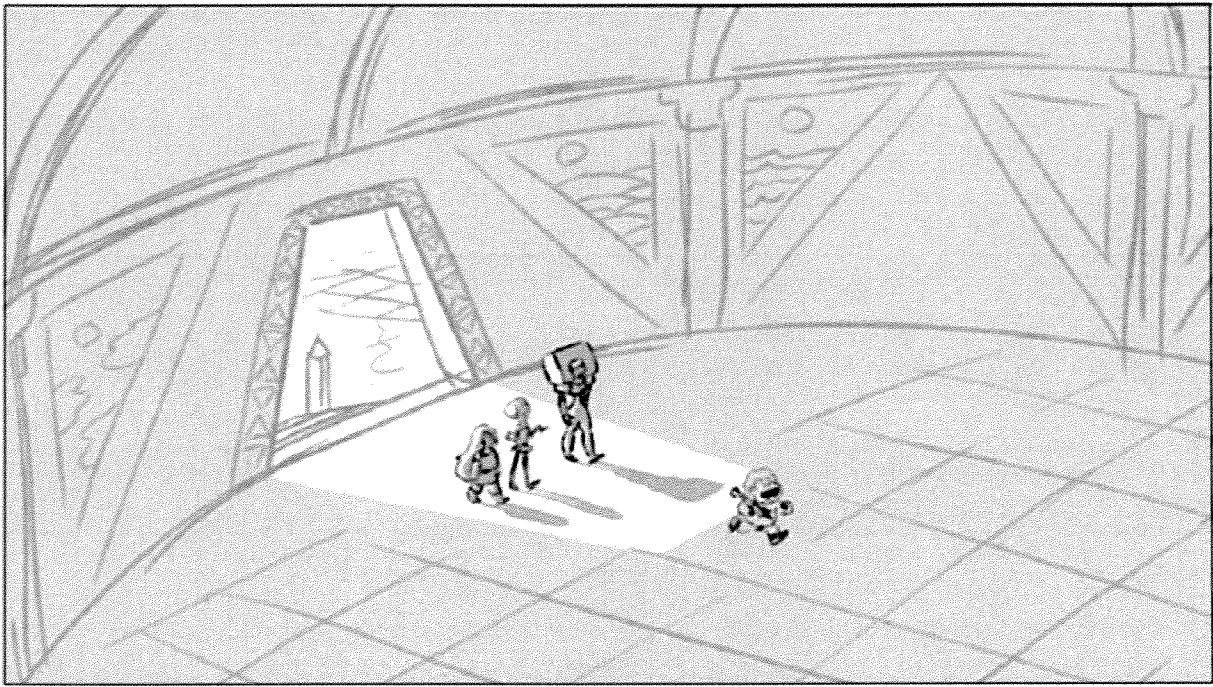
Scene	Panel
40	2



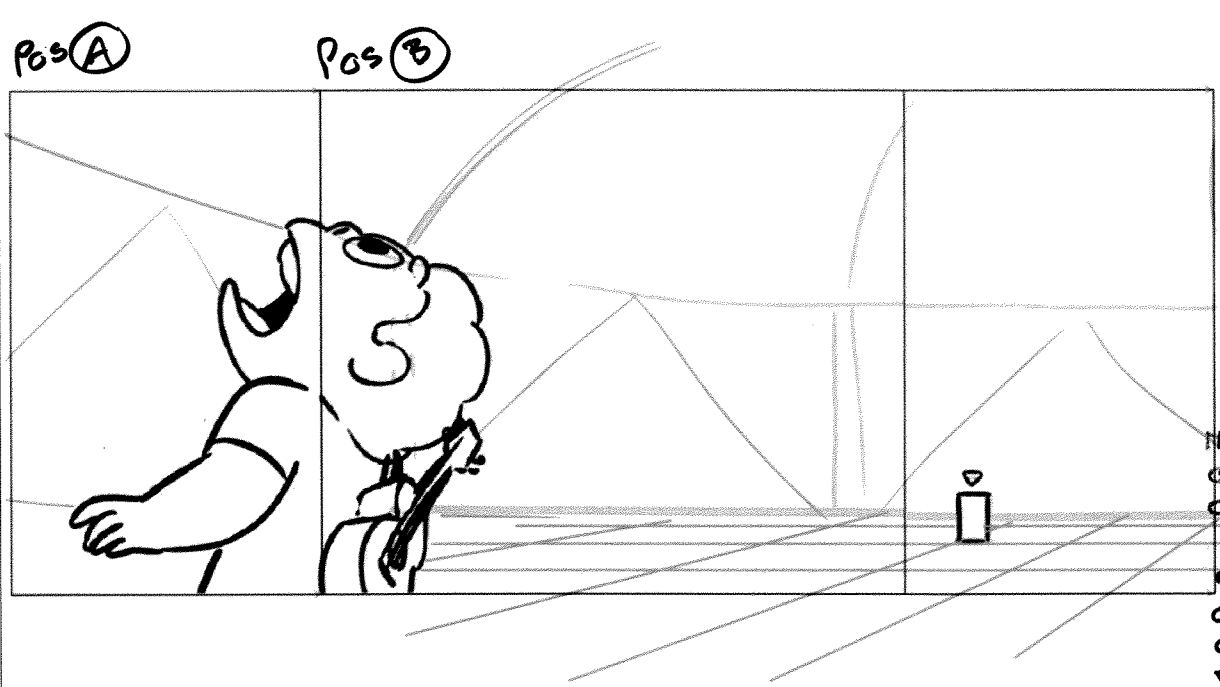
Slugging
Panels 2 + 3 = 1.00

JUN 10 2013

Scene	Panel
40	3



Scene	Panel
41	1



Slugging
ADJ: 0.09

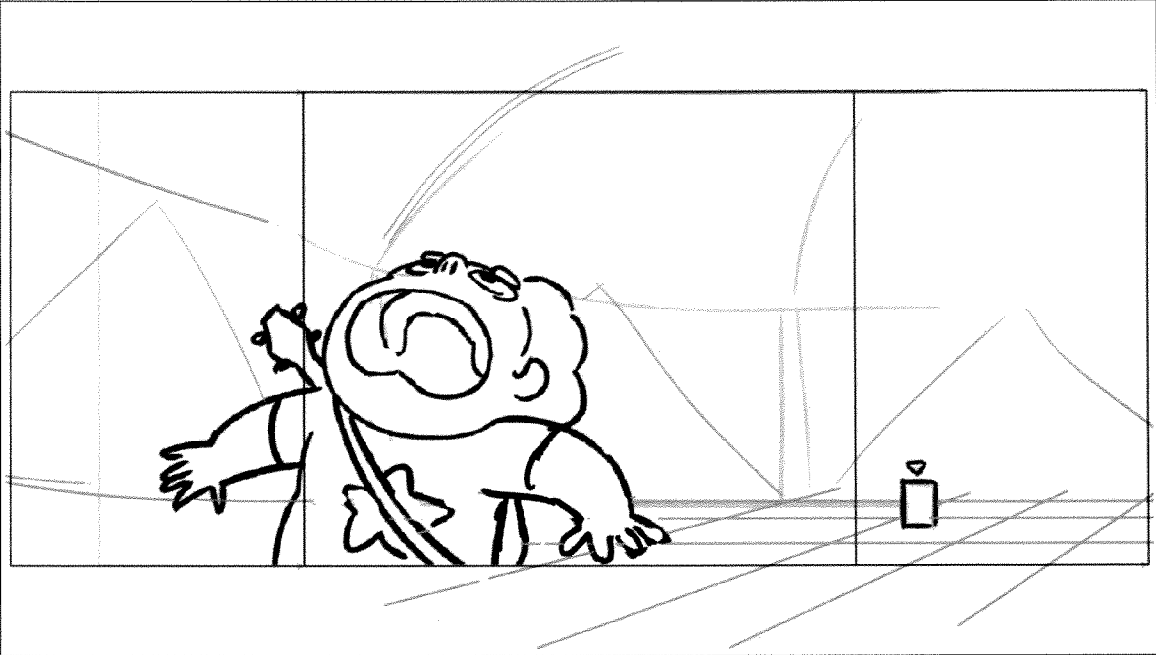
JUN 10 2013

1020-007

1020-007

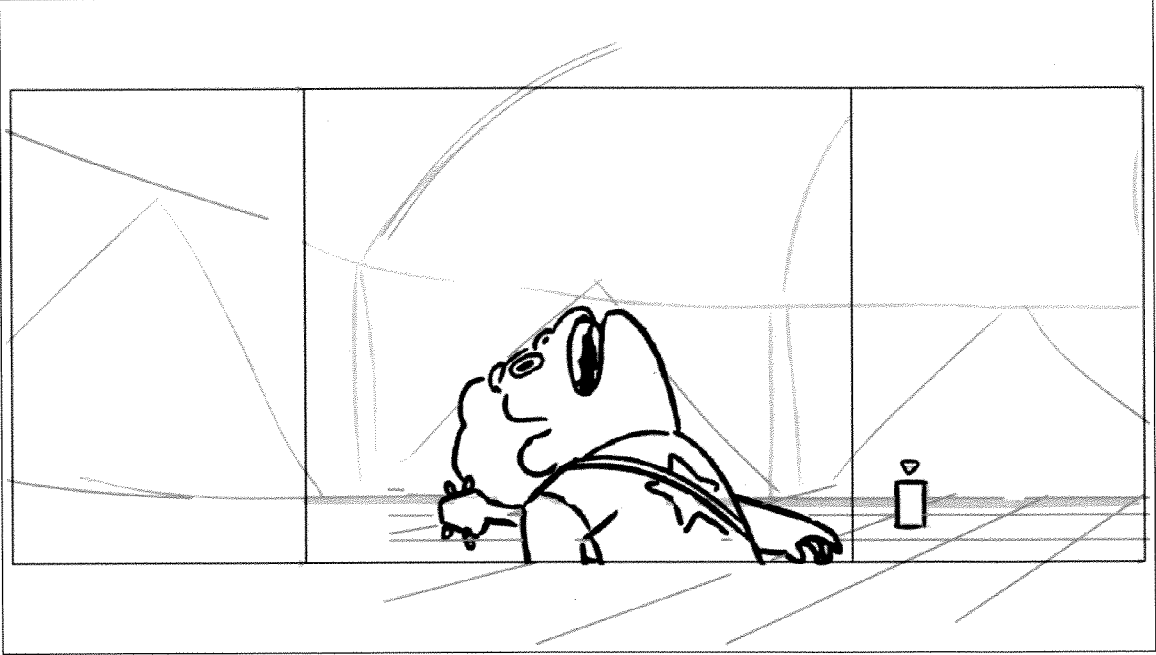
1020-007

Scene	Panel
41	cont
	2



Slugging
ADJ: 0.09

Scene	Panel
41	cont
	3



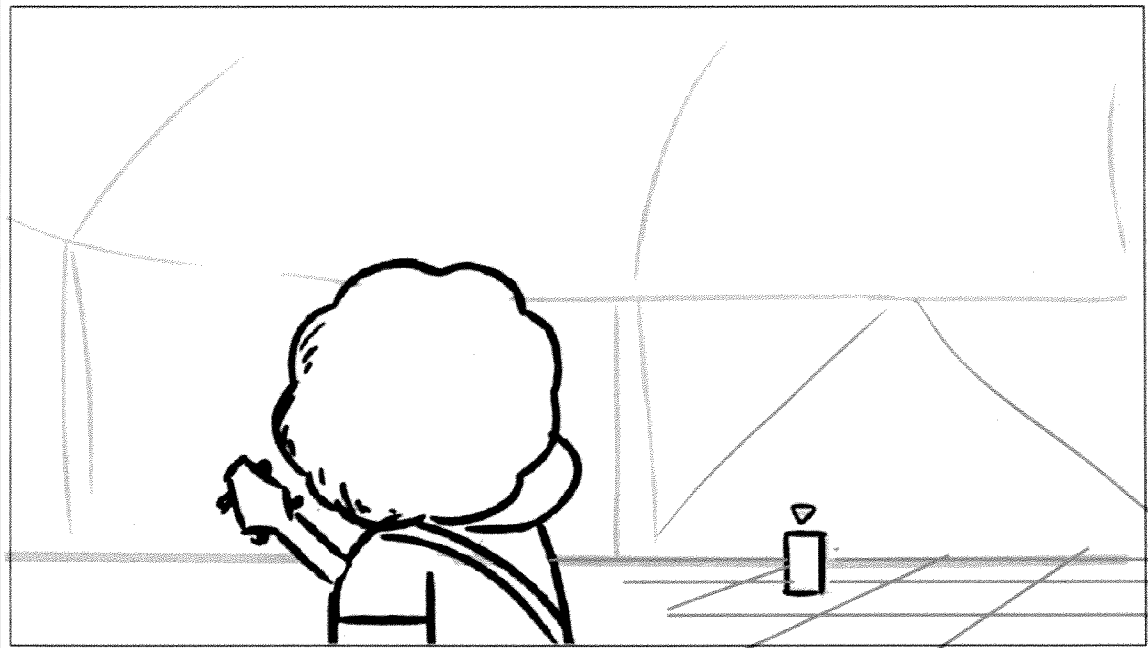
Slugging
ADJ: 0.11

JUN 10 2013

1020-007

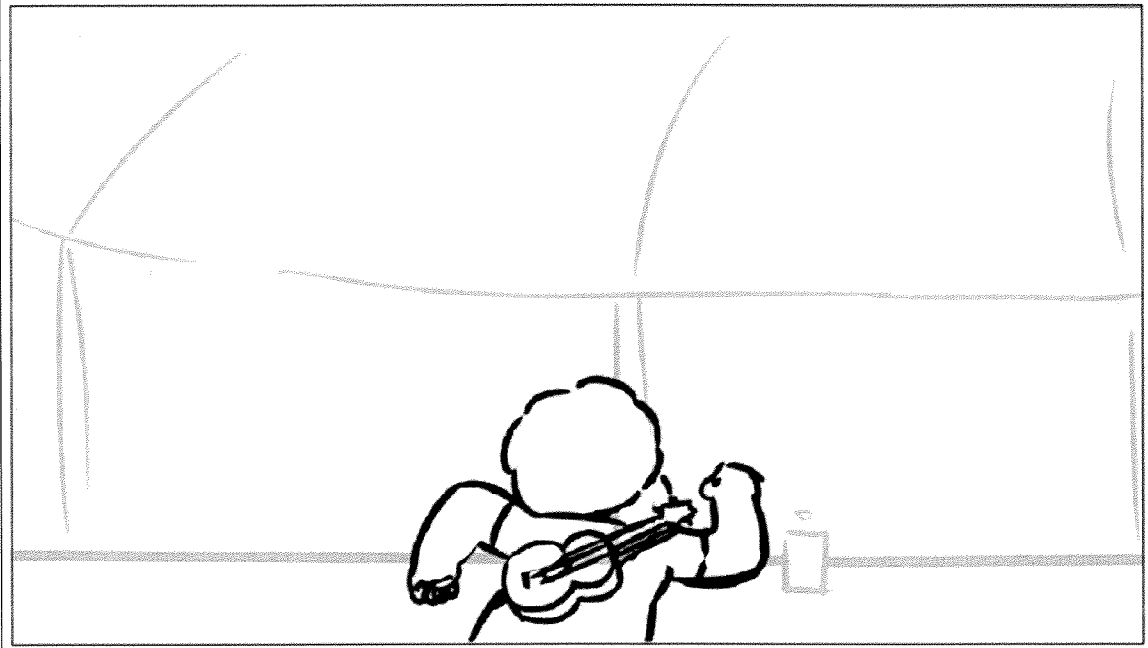
1020-007

Scene 41 *CONT* Panel 4



Slugging
1.05

Scene 41 *CONT* Panel 5



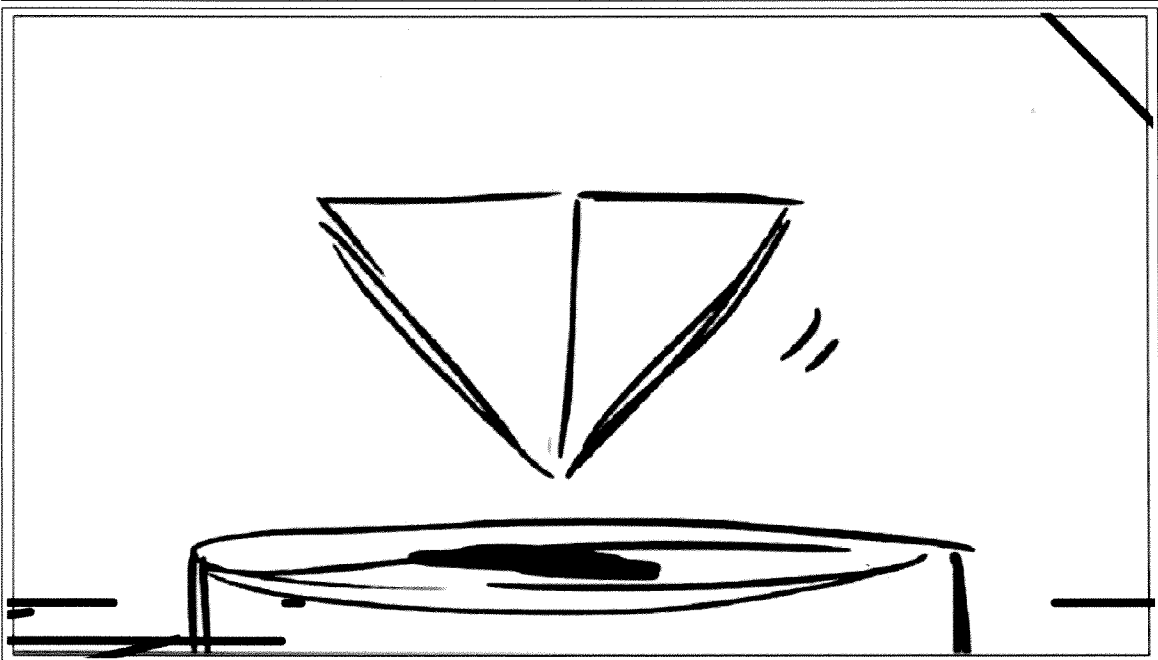
Slugging
1.04

JUN 10 2013

1020-007

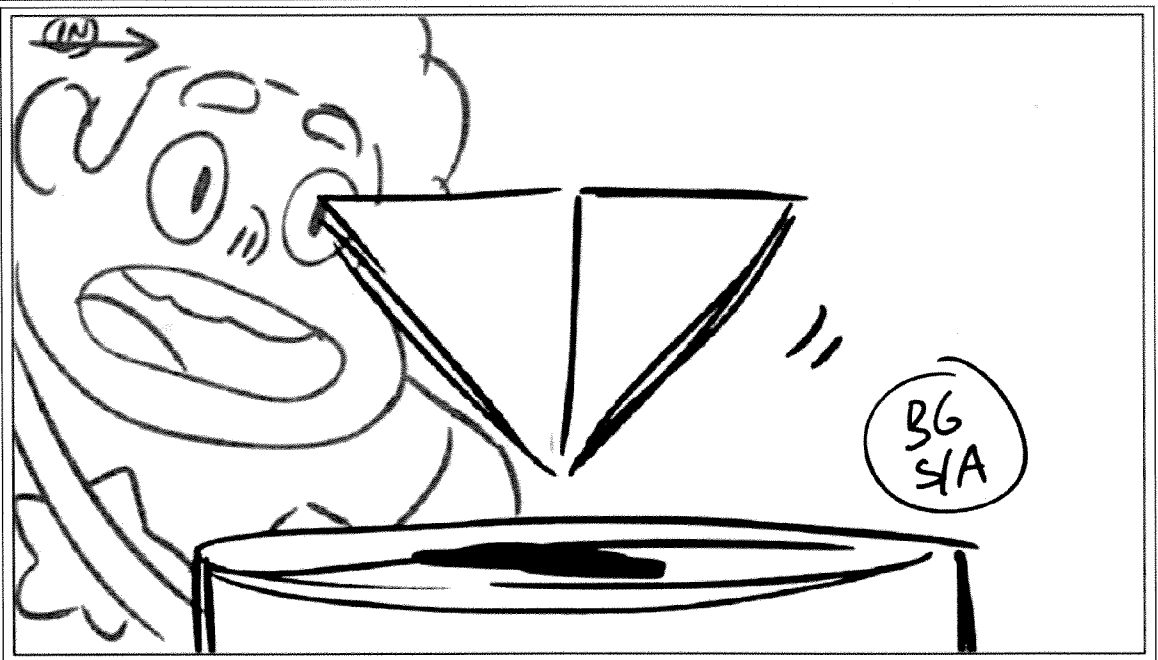
1020-007

Scene	Panel
42	1



Slugging
1.07

Scene	Panel
42	2

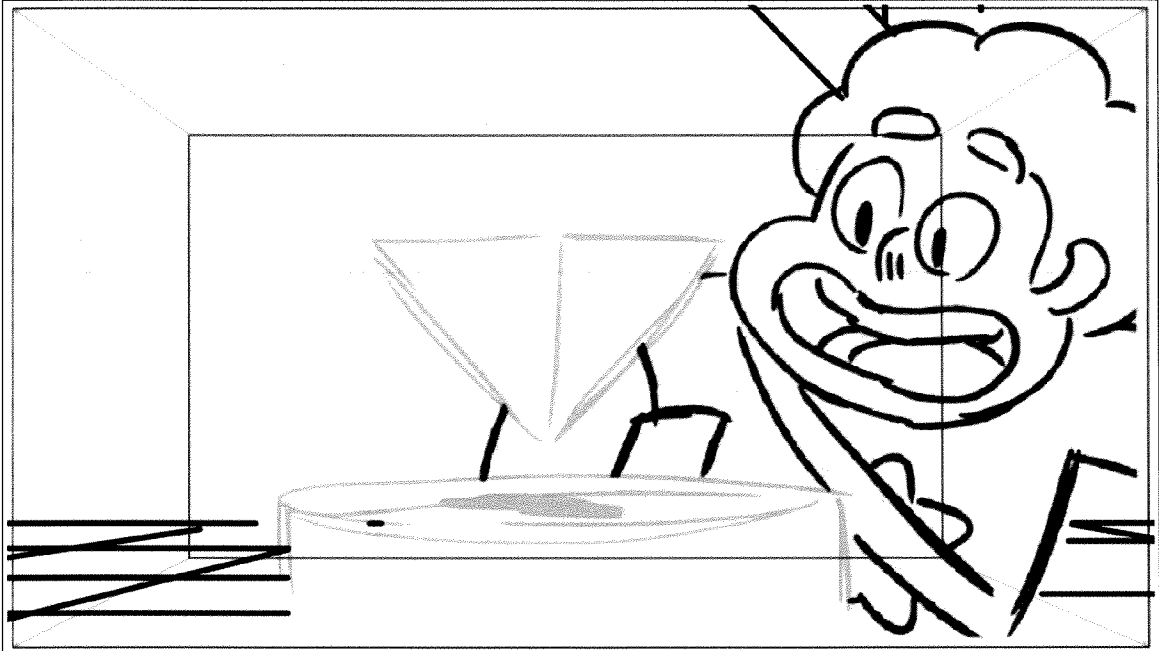


Dialog
STEVEN: HEY...

Slugging
1.03

JUN 10 2013

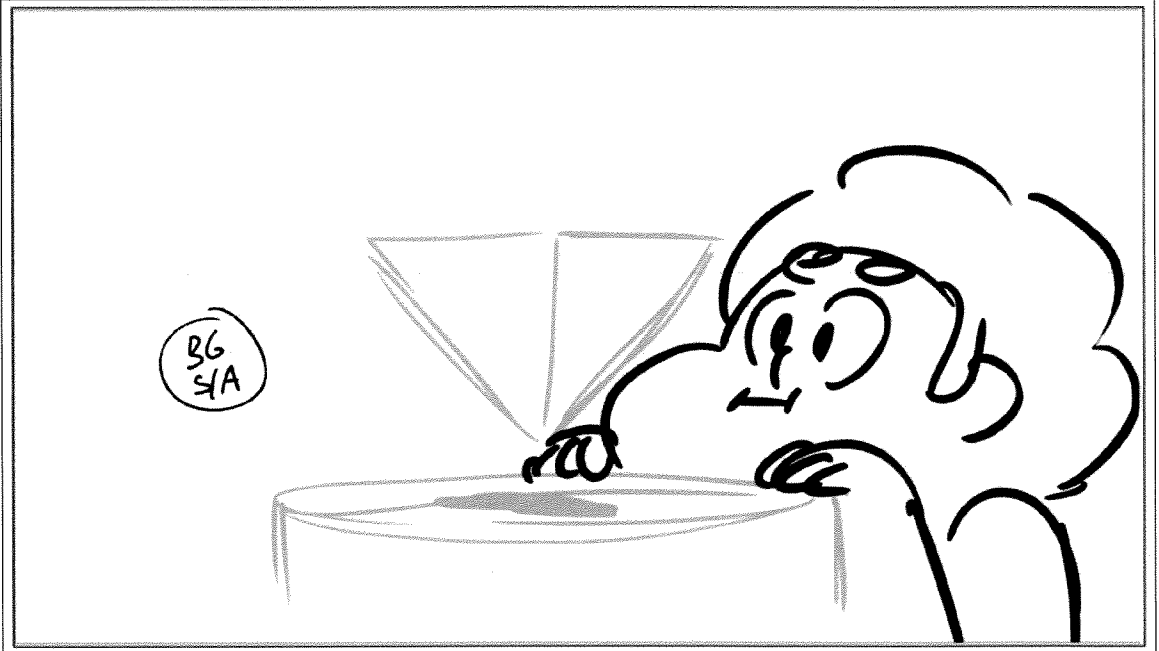
Scene 42 Panel 3



Dialog
STEVEN: WHAT'S THIS THING?

Slugging
2.02
Quick ADJ then HOLD.

Scene 42 Panel 4



Slugging
1.03

JUN 10 2013

1020-007

1020-007

1020-007

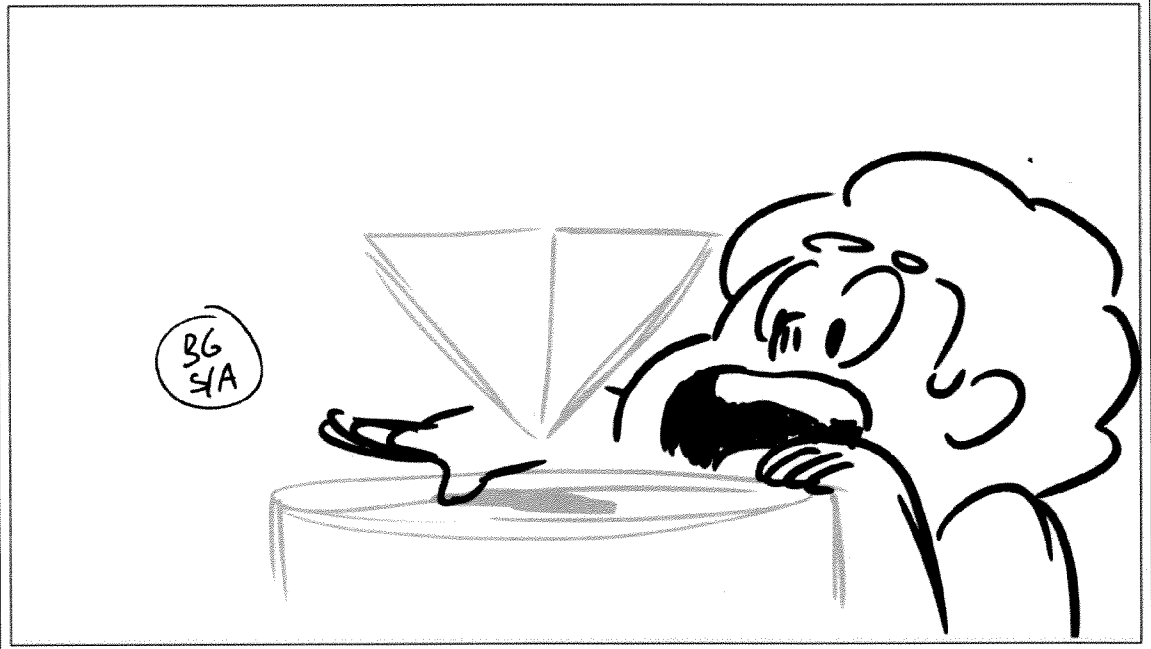
Scene	Panel
42	CONT 5



Dialog
STEVEN: IT'S LIKE A...

Slugging
1.03

Scene	Panel
42	CONT 6



Dialog
STEVEN: ...COOL ...

Slugging
0.11

JUN 10 2013

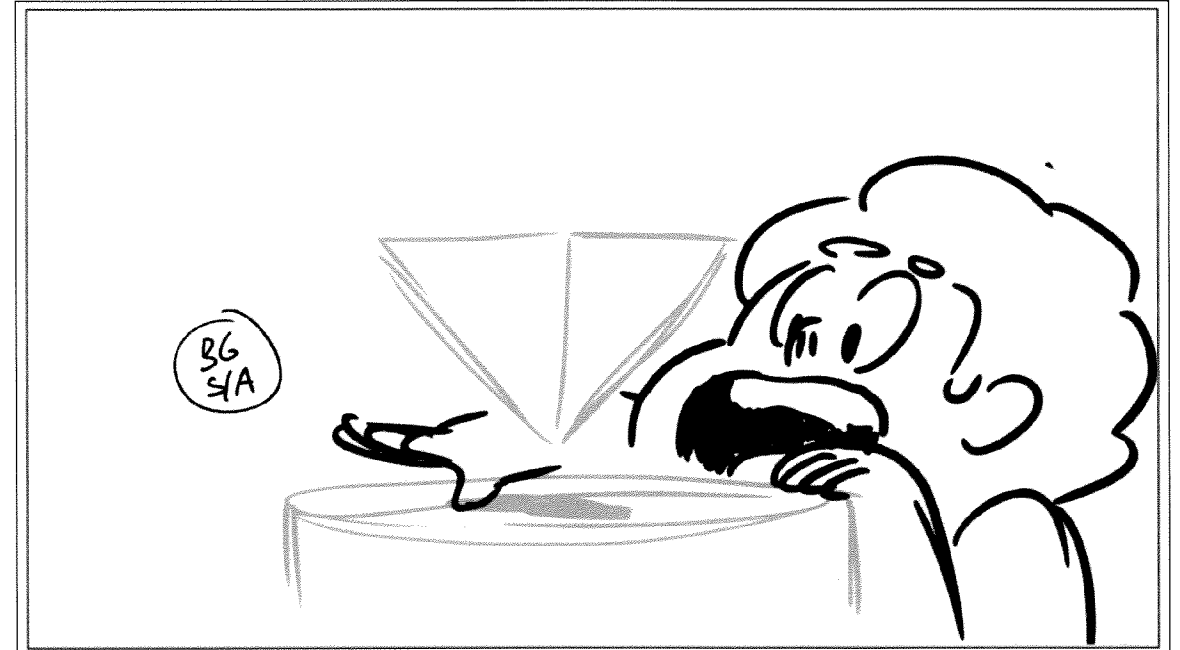
Scene	Panel
42	<i>CONT</i>



Dialog
STEVEN: ...FLOATY...

Slugging
0.10

Scene	Panel
42	<i>CONT</i>



Dialog
STEVEN: ...TRIANGLE THING!

Slugging
0.13

JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
	42 <i>CONT</i>
	9



Dialog
STEVEN: ...FLOATY...

Slugging
0.14

Scene	Panel
	43
	1



Dialog
PEARL: WHATEVER IT IS

AMETHYST: <YAWN>

Slugging
2.05

Notes
Steven appears to run to the other side of this object in the previous scene. Should be changed to work one way or the other.

JUN 10 2013

Scene	Panel
43	cont 2



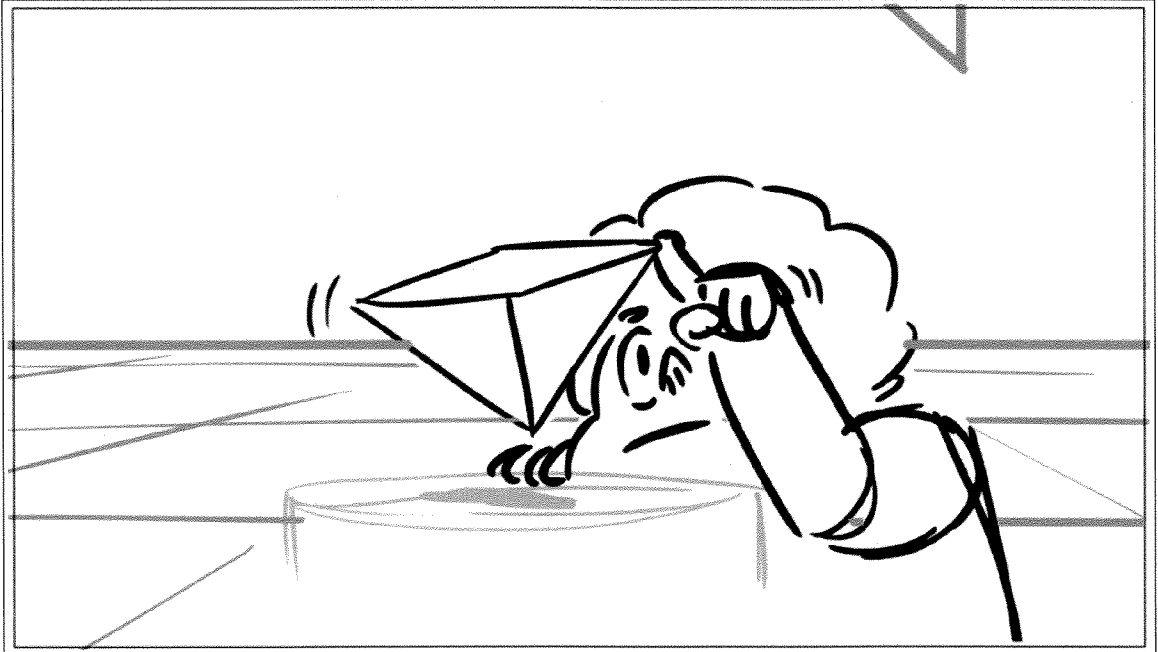
Dialog

PEARL: YOU PROBABLY SHOULDN'T

Slugging

1.14

Scene	Panel
44	1



Dialog

PEARL: TOUCH IT!

Slugging

0.12

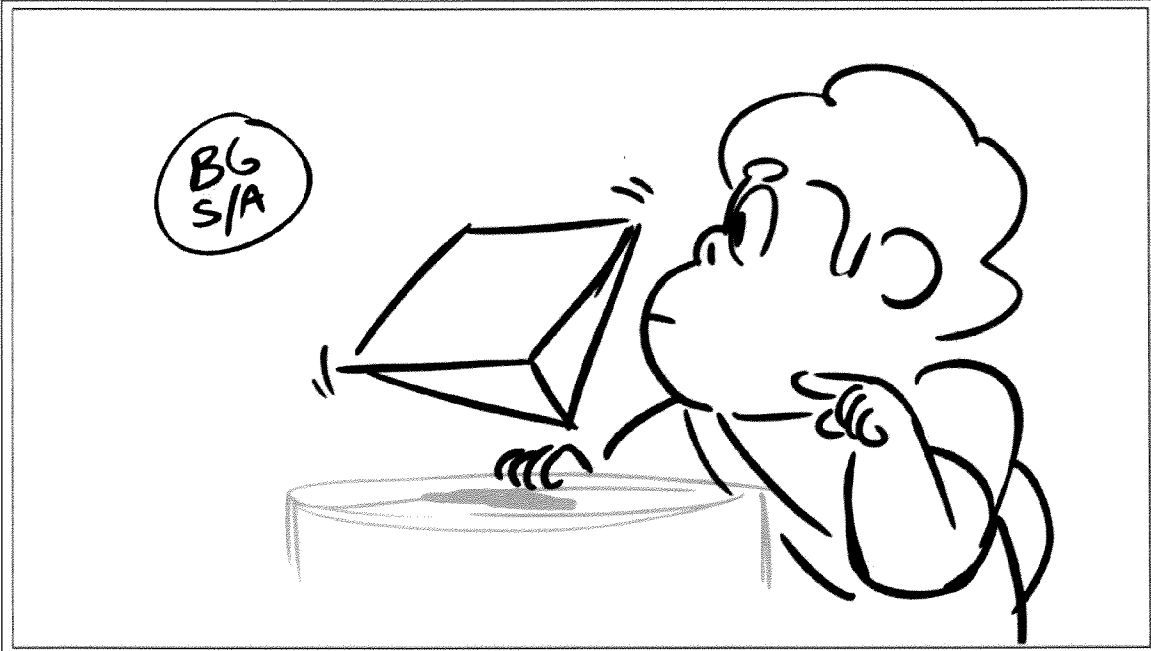
JUN 10 2013

1020.007

1020.007

1020.007

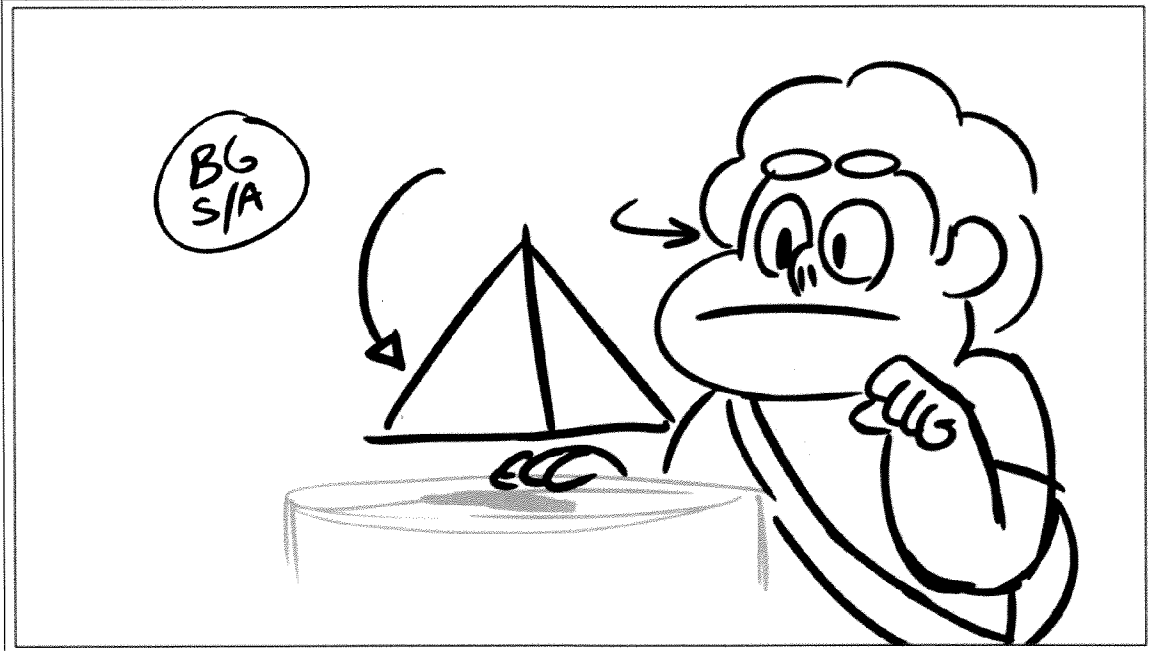
Scene 44 *CONT* Panel 2



Slugging
0.06

Notes
Again, Steven looks west (screen left) here back at Pearl. He should probably be moved to the other side of teh object in the previous scene to connect.

Scene 44 *CONT* Panel 3



Slugging
1.03

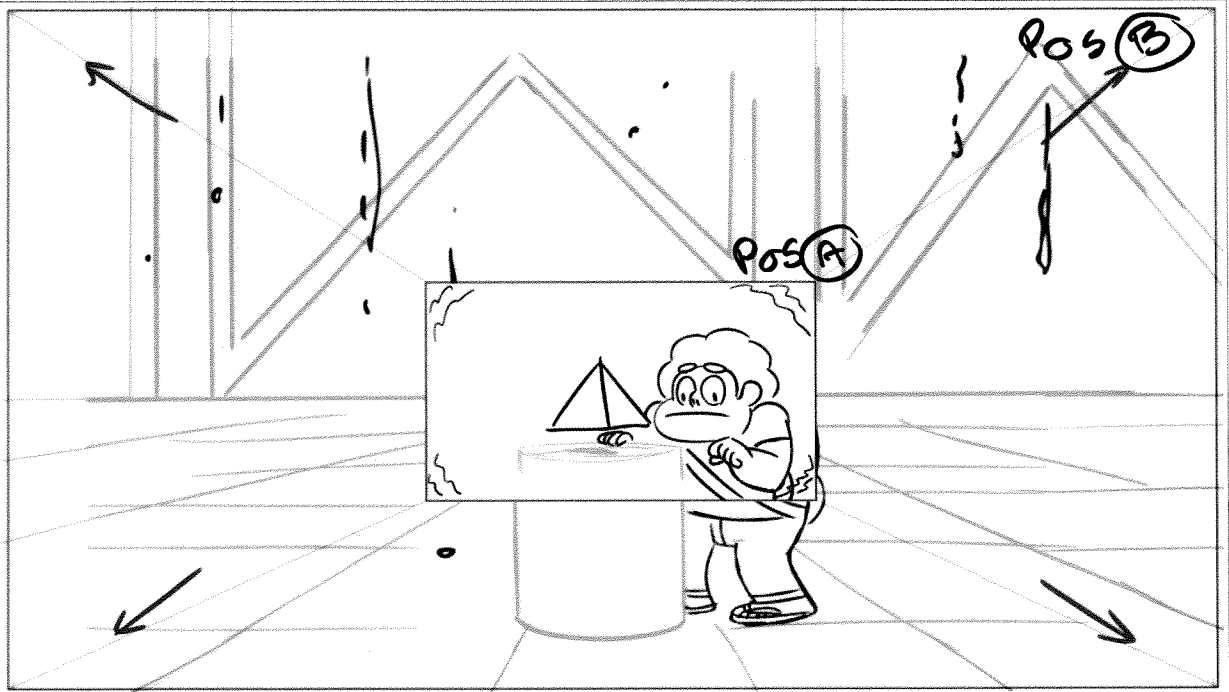
JUN 10 2013

1020-007

1020-007

1020-007

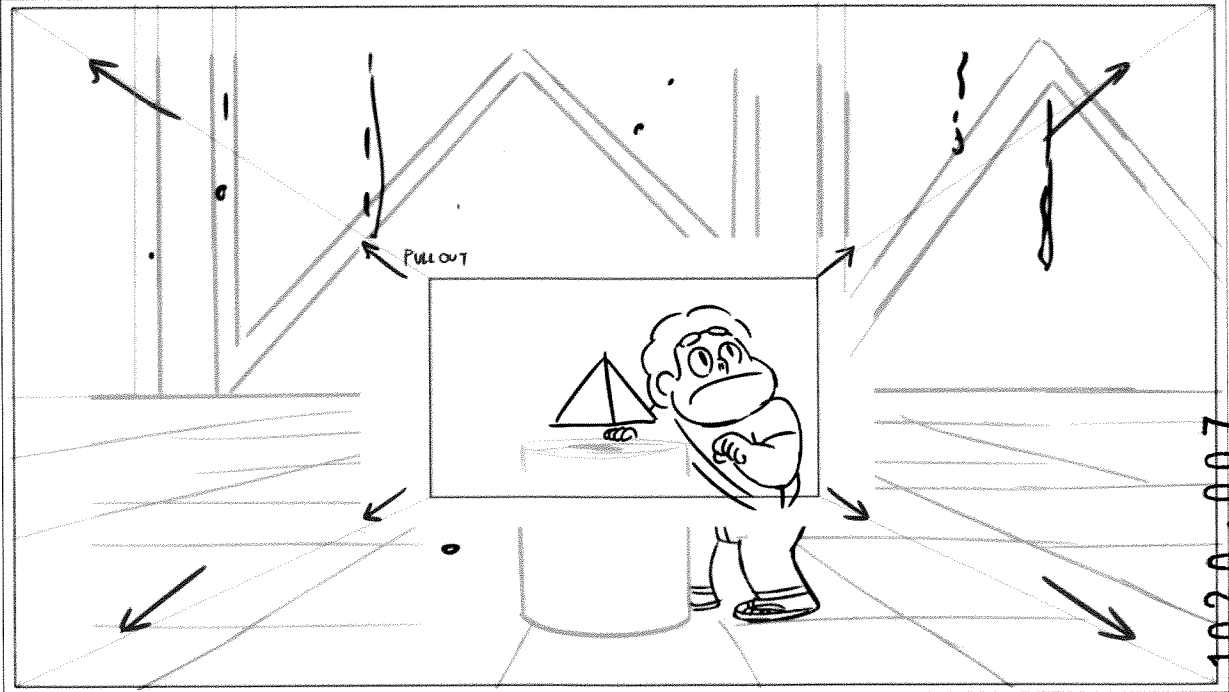
Scene 44 *cont* Panel 4



Action Notes
widen

Slugging
HOLD: 0.14

Scene 44 *cont* Panel 5



Action Notes
widen

Slugging
ADJ: 0.05

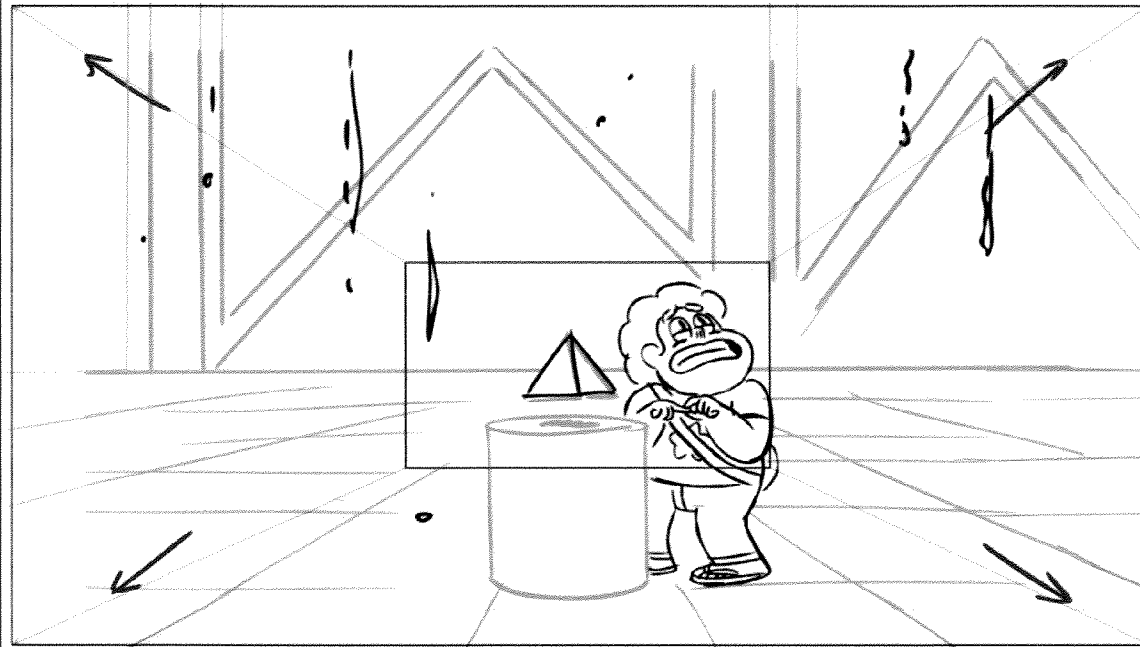
JUN 10 2013

1020.007

1020.007

1020.007

Scene 44 Panel 6
CONT



Action Notes
widen

Slugging
HOLD OUT: 1.06

Scene 44 Panel 7
CONT



Dialog
PEARL: STEVEN!

Action Notes
Peal and Anythist into scene.

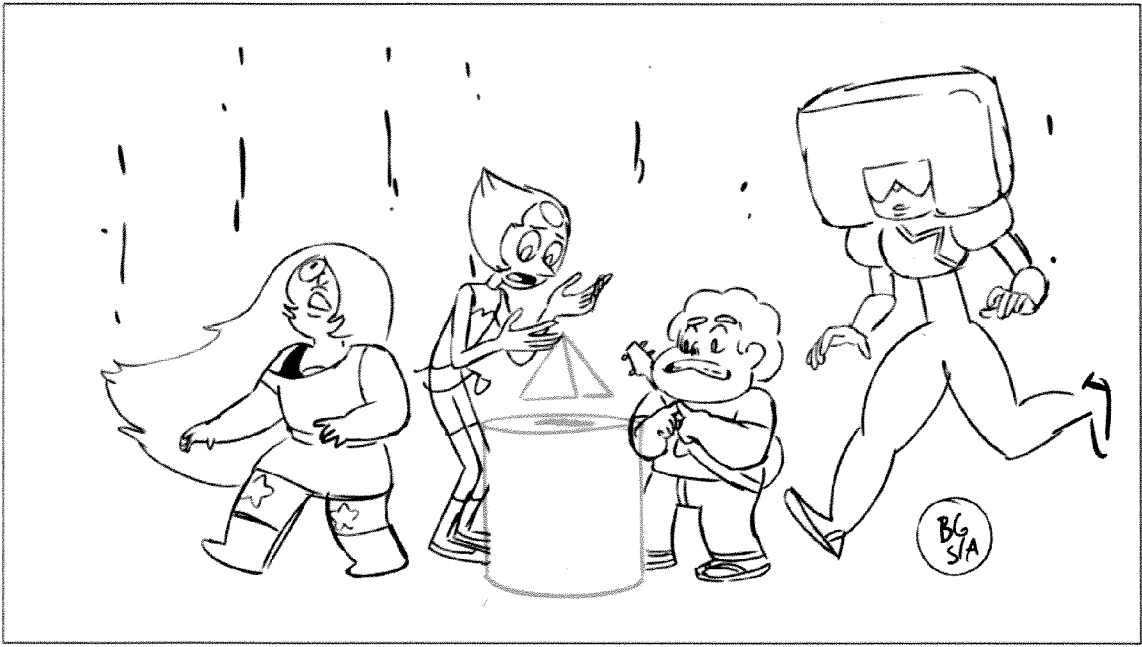
Slugging
1.09

JUN 10 2013

1020-007

1020-007

Scene 44 Panel 8

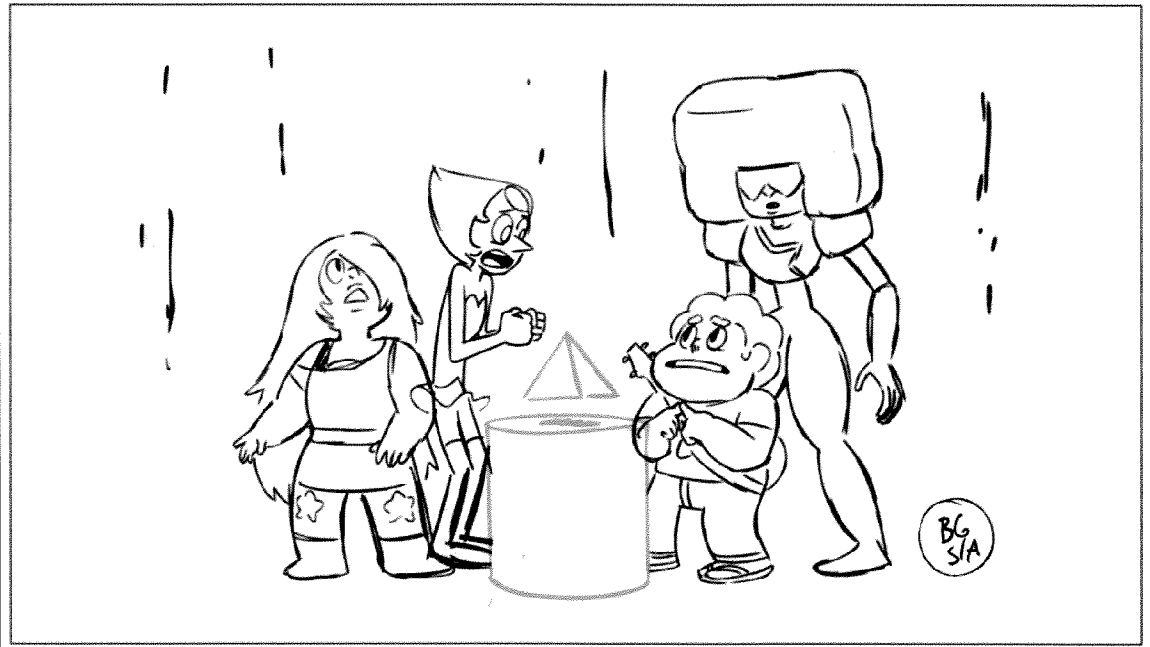


Dialog
PEARL: WHAT HAVE WE TOLD YOU ABOUT

Action Notes
Garnet into scene.

Slugging
2.02

Scene 44 Panel 9



Dialog
PEARL: TOUCHING MAGICAL THINGS?

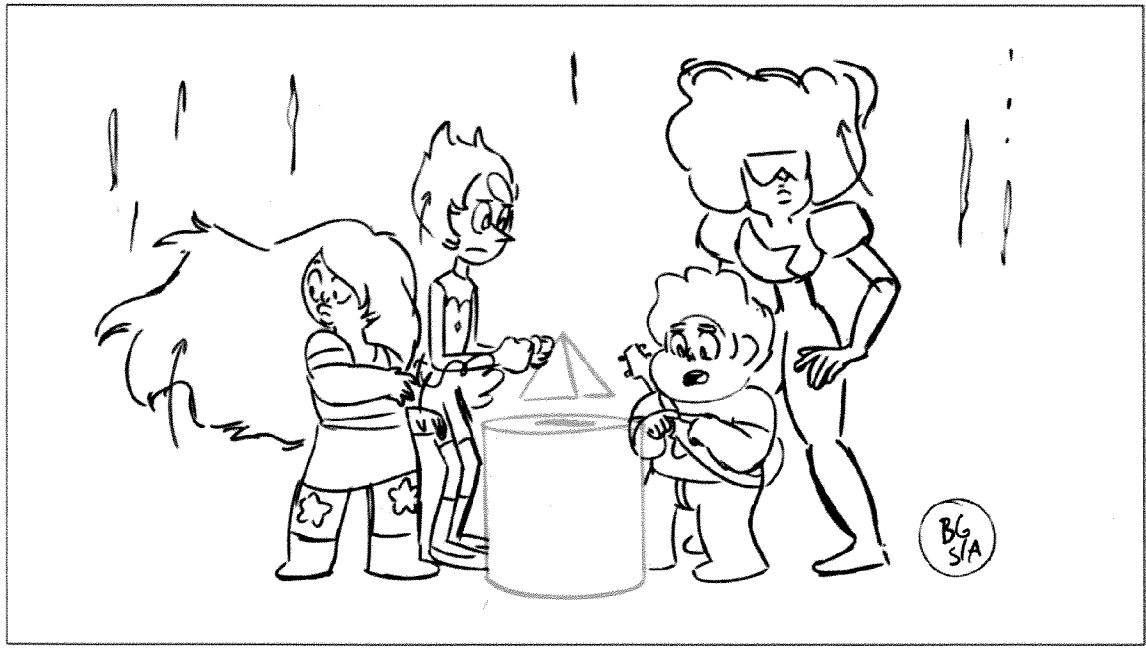
Slugging
2.10

JUN 10 2015

1020-007

1020-007

Scene	Panel
44	<i>CONT</i> 10



Dialog

STEVEN: DEFINITELY ALWAYS...

Slugging

2.11

Scene	Panel
44	<i>CONT</i> 11



Dialog

STEVEN: ... NEVER DO IT.

Slugging

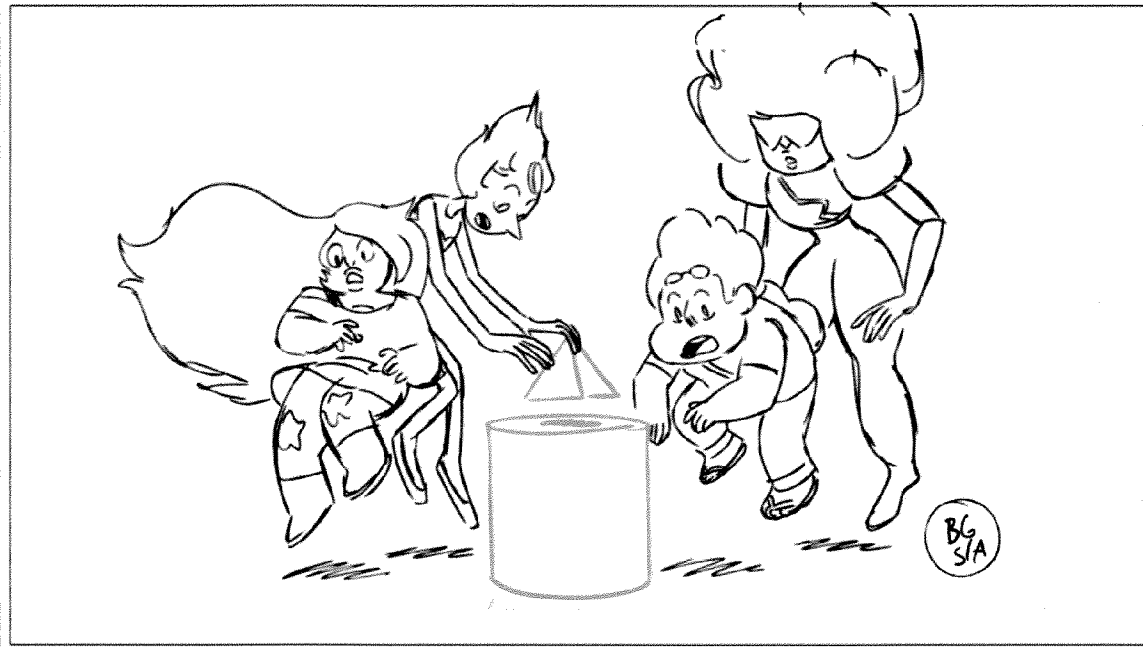
2.01

JUN 10 2013

1020-007

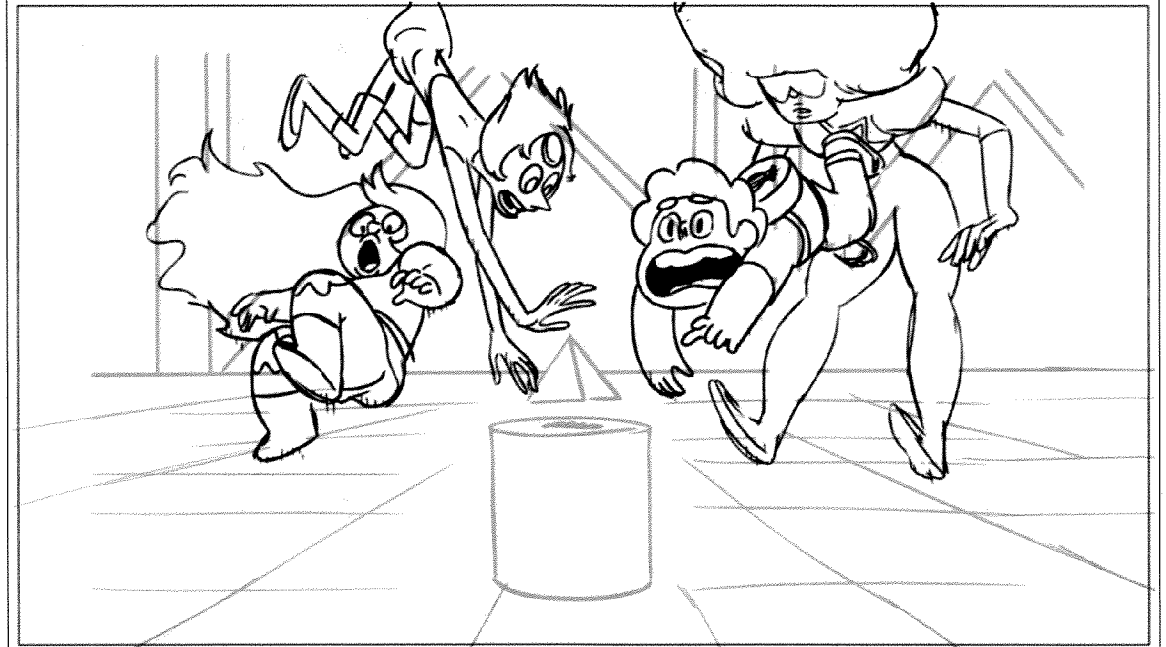
1020-007

Scene 44 *cont* Panel 12



Slugging
0.10

Scene 44 *cont* Panel 13



Dialog
ALL: <YELL>

Slugging
0.11

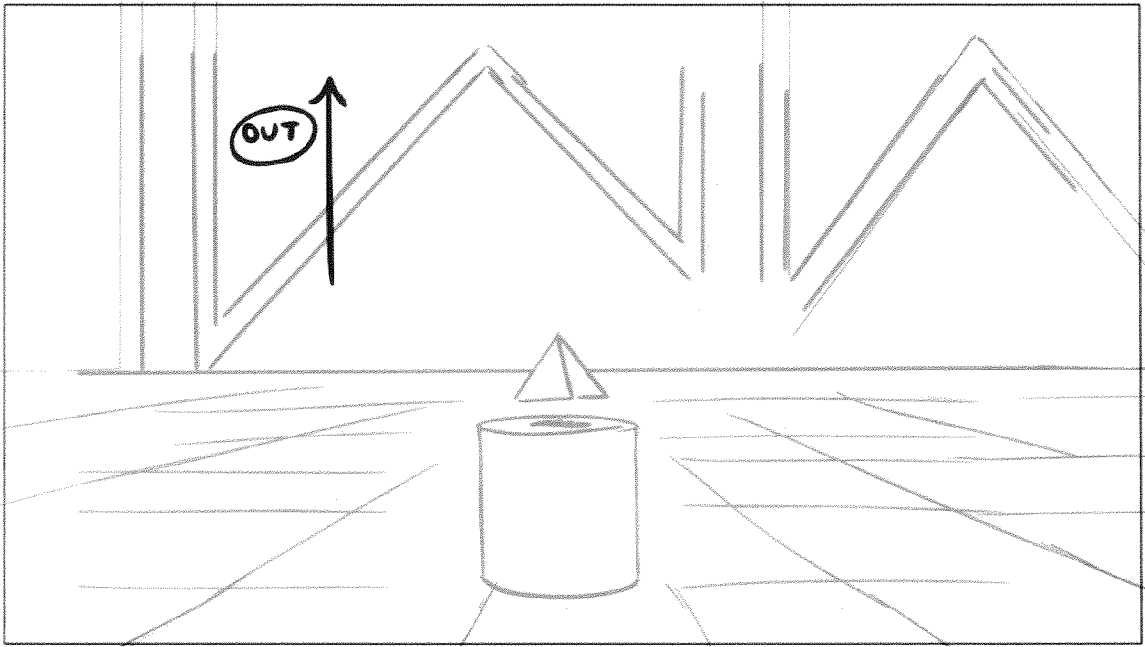
JUN 10 2013

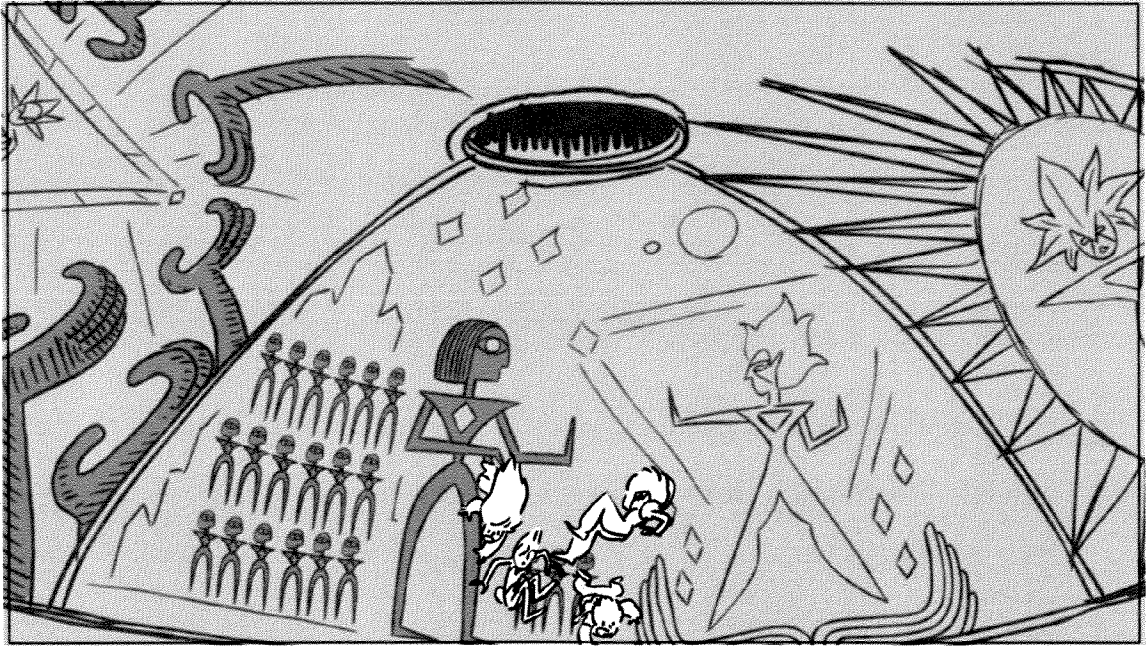
1020-007

1020-007

1020-007

1020-007

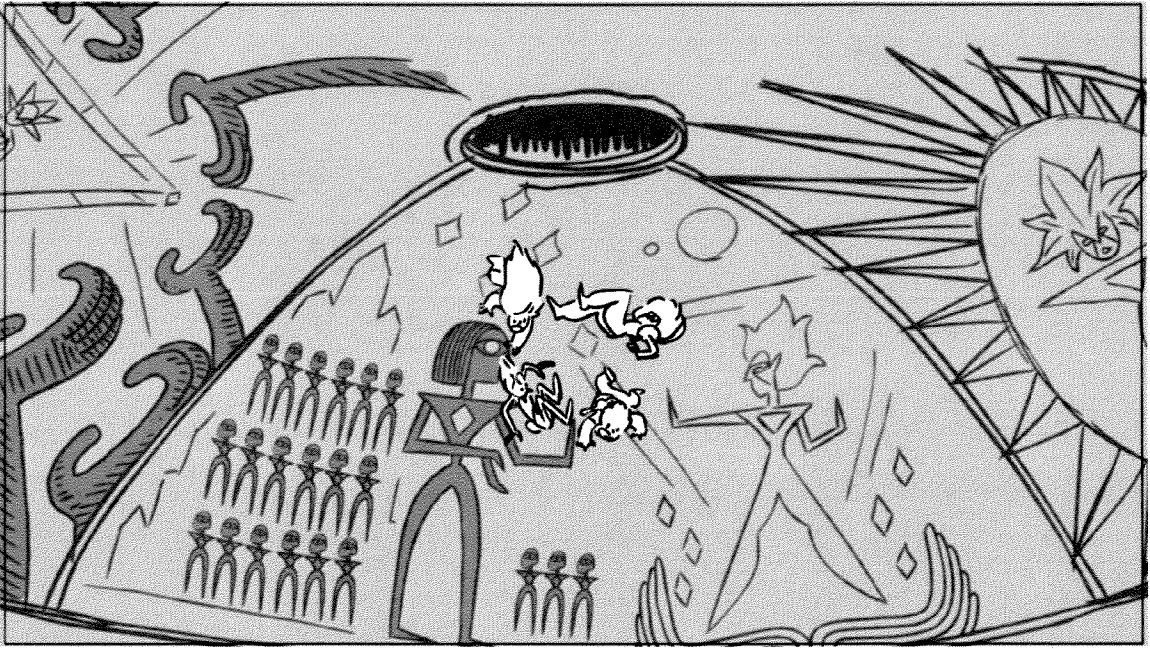
Scene	Panel
44	14
<i>CONT</i>	
	
Dialog ALL: <YELL>	
Slugging 1.03	

Scene	Panel
45	1
	
Dialog ALL: <YELL>	
Slugging 0.07	
JUN 10 2013	

1020-007

1020-007

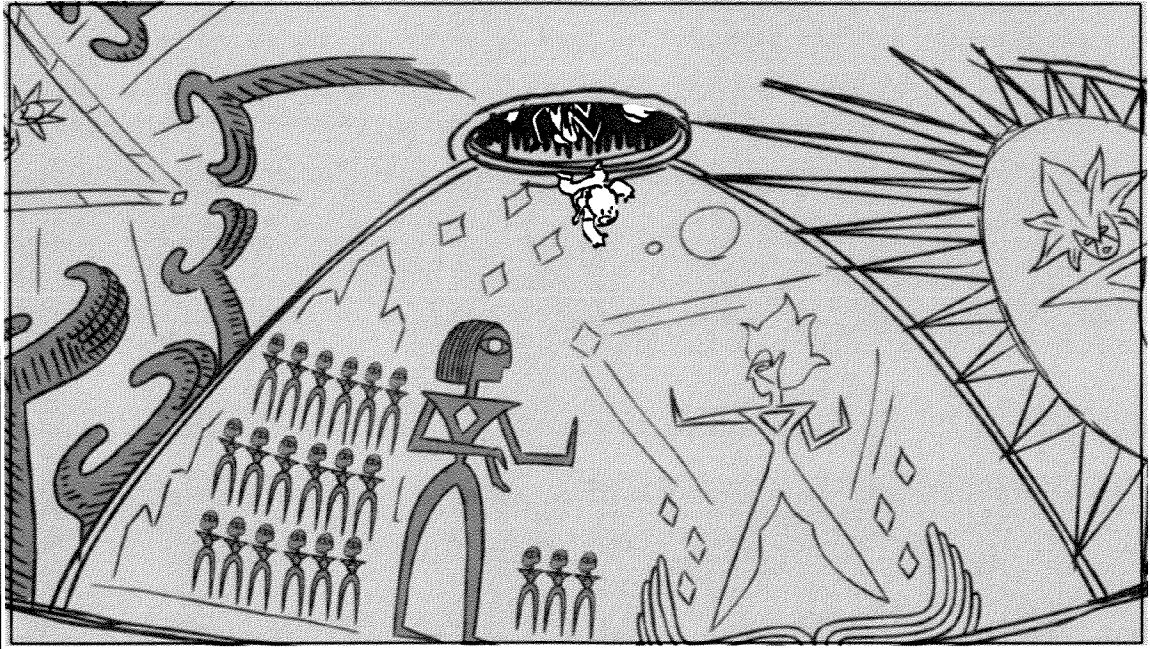
Scene	Panel
45	<i>cont</i>
	2



Dialog
ALL: <YELL>

Slugging
0.06

Scene	Panel
45	<i>cont</i>
	3



Dialog
ALL: <YELL>

Slugging
0.07

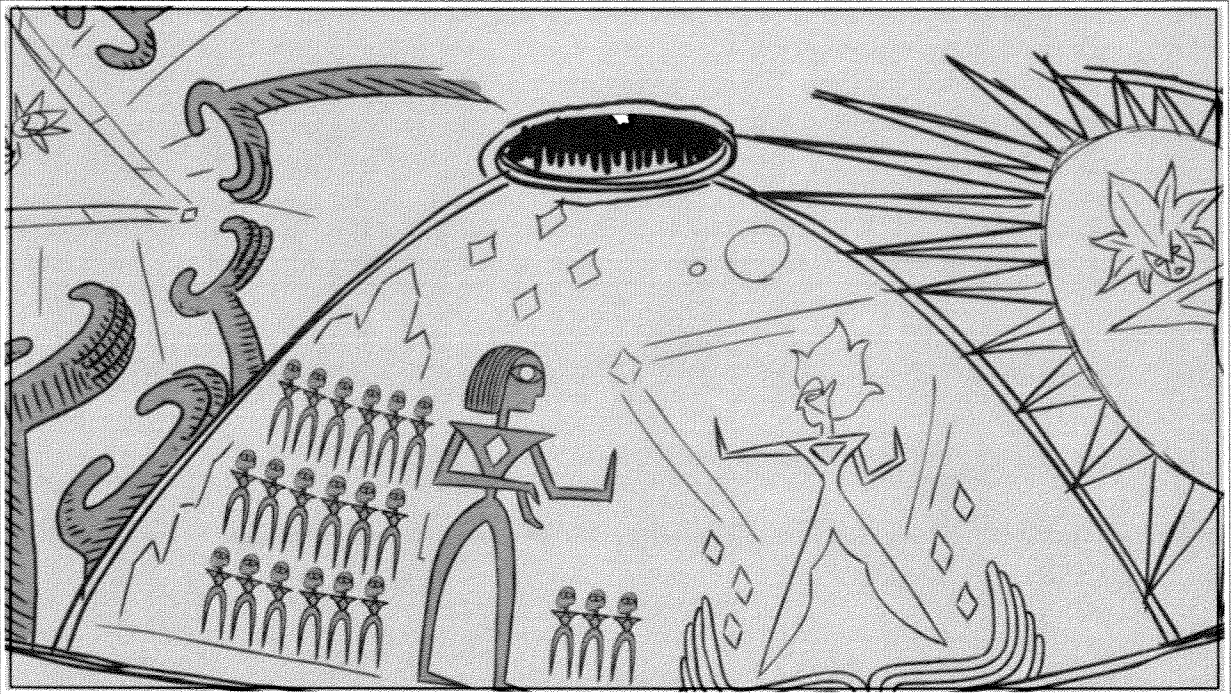
JUN 10 2015

1020-007

1020-007

1020-007

Scene	Panel
45	cont
	4



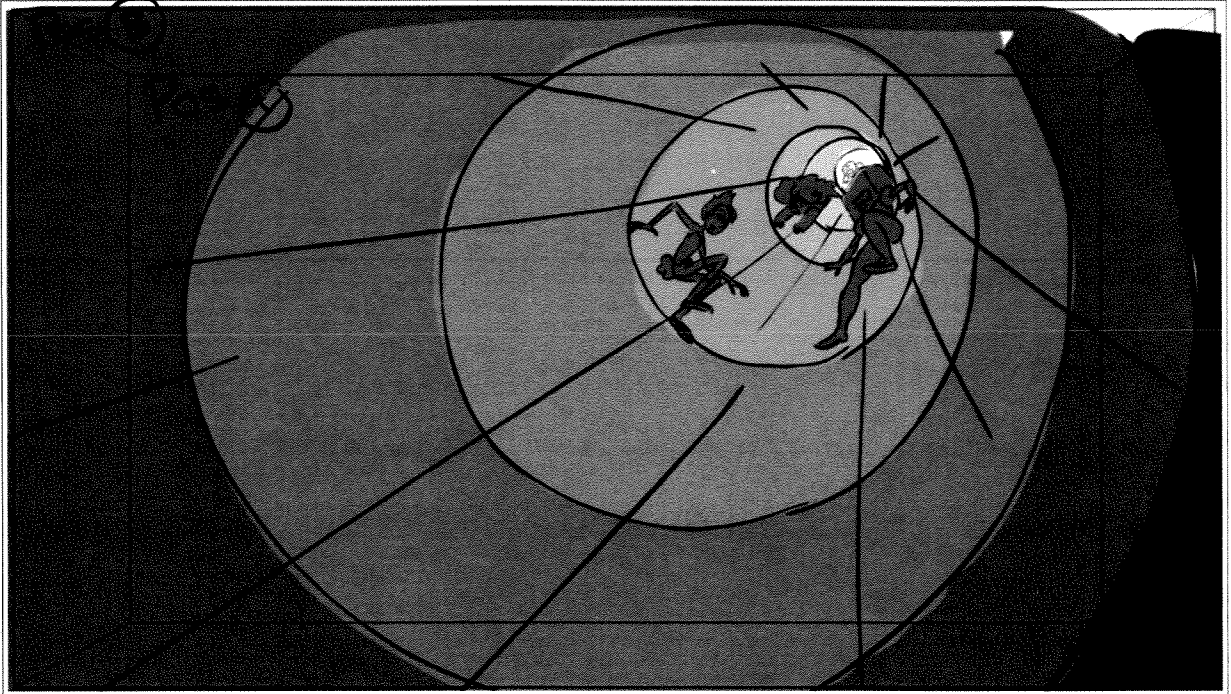
Dialog

ALL: <YELL>

Slugging

0.12

Scene	Panel
46	
	1



Dialog

STEVEN: <YELL>

Action Notes

Camera pulls back as characters fall towards/past camera.

Slugging

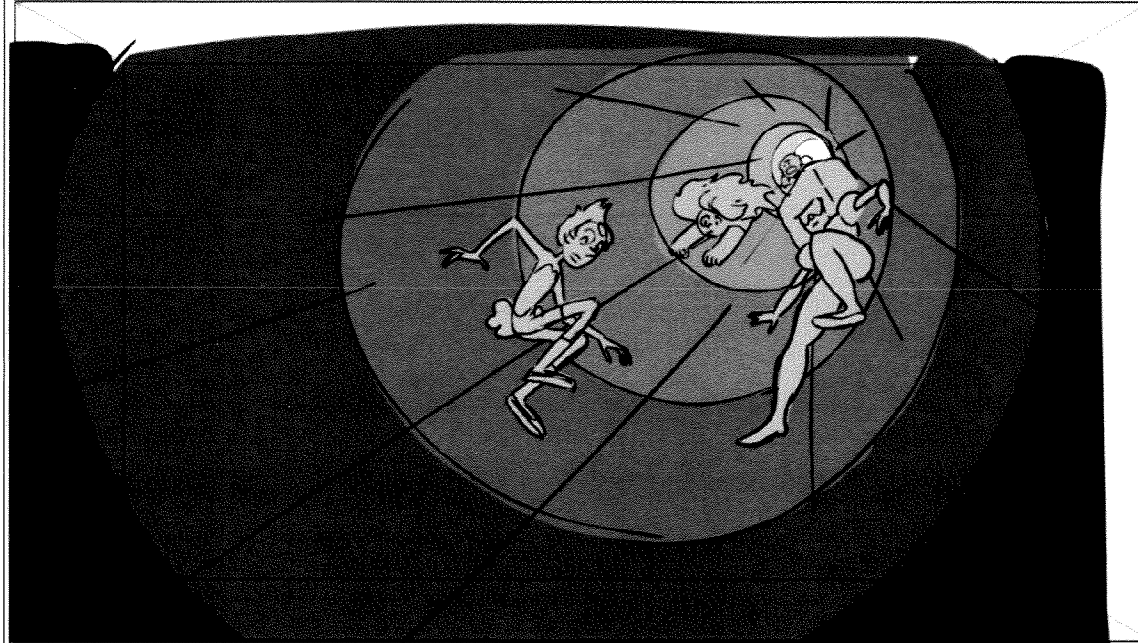
ADJ: 0.08

JUN 1 0 2013

1020-007

Scene	Panel
	46 <i>cont</i>

2



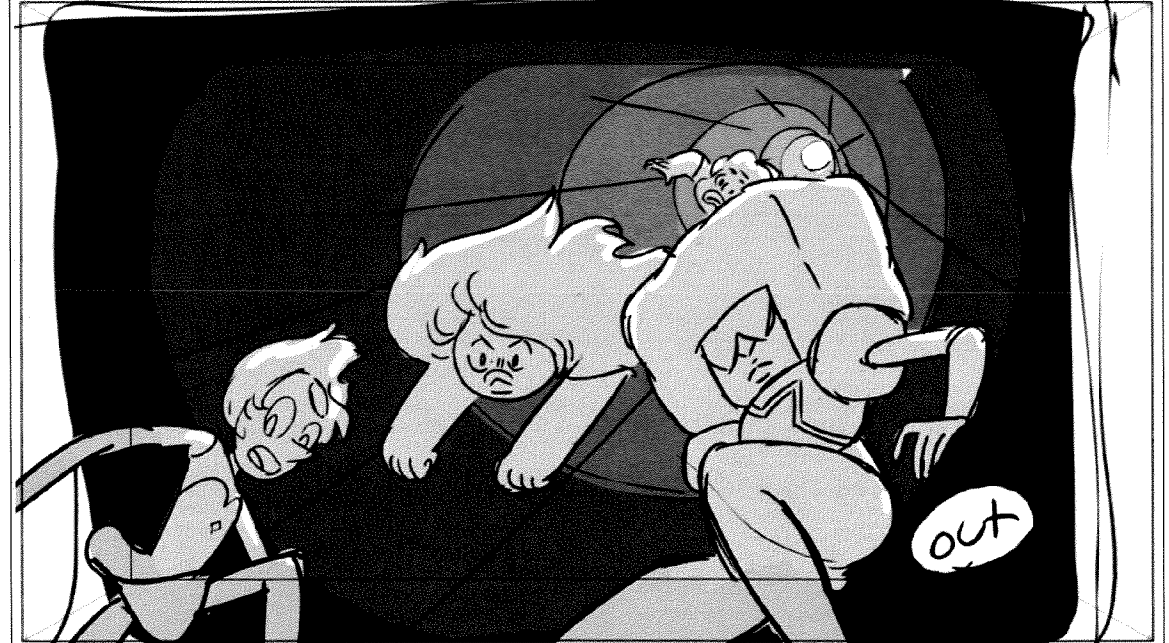
Dialog
STEVEN: <YELL>

Action Notes
Camera pulls back as characters fall towards/past camera.

Slugging
ADJ: 0.08

Scene	Panel
	46 <i>cont</i>

3



Dialog
STEVEN: <YELL>

Action Notes
Camera pulls back as characters fall towards/past camera.

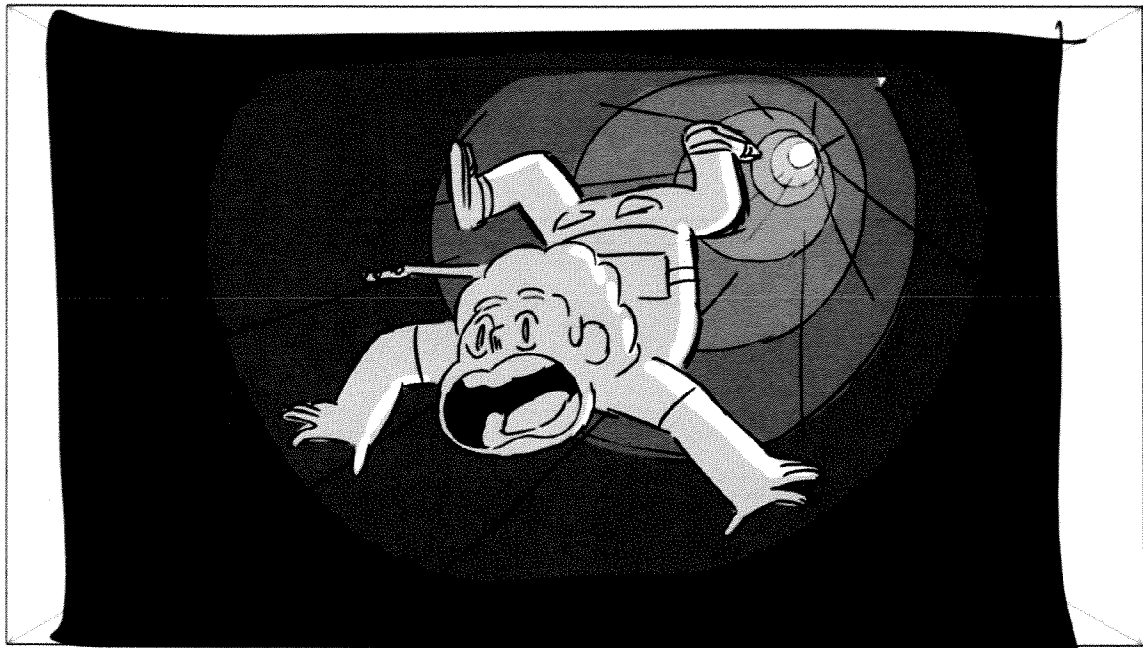
Slugging
ADJ: 0.10

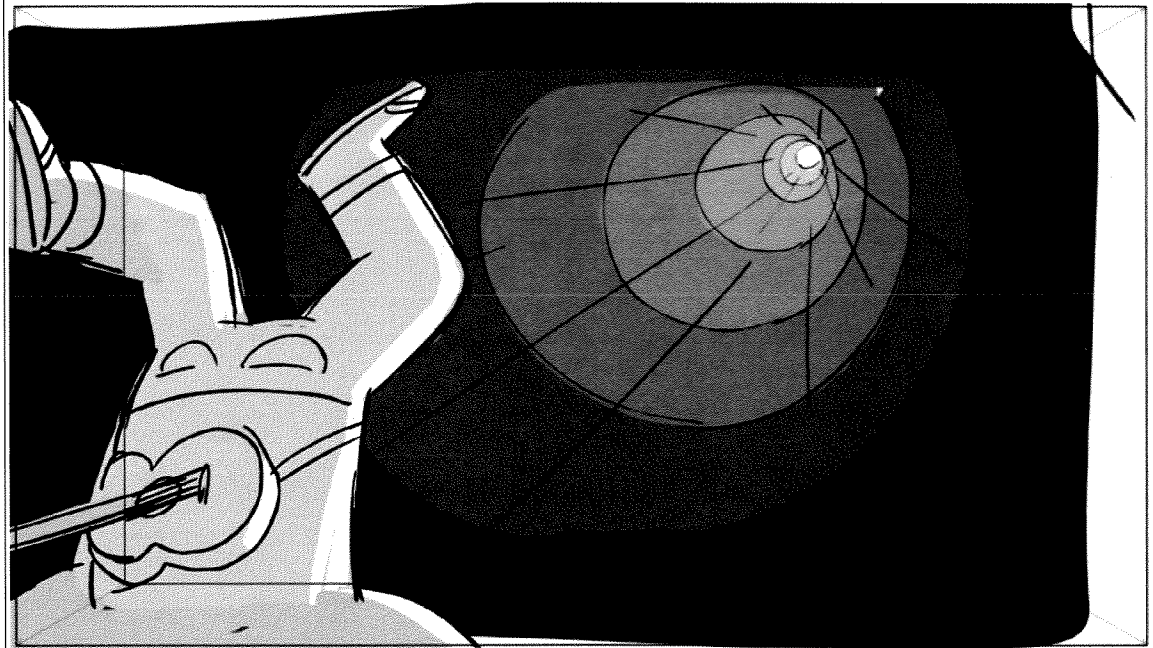
JUN 10 2013

1020-007

100-0007

1020-007

Scene	Panel	
	46 <i>CONT</i>	4
		
<p>Dialog STEVEN: <YELL></p>		
<p>Action Notes Camera pulls back as characters fall towards/past camera.</p>		
<p>Slugging ADJ: 0.10</p>		

Scene	Panel	
	46 <i>CONT</i>	5
		
<p>Dialog STEVEN: <YELL></p>		
<p>Action Notes Camera pulls back as characters fall towards/past camera.</p>		
<p>Slugging ADJ: 0.15</p>		

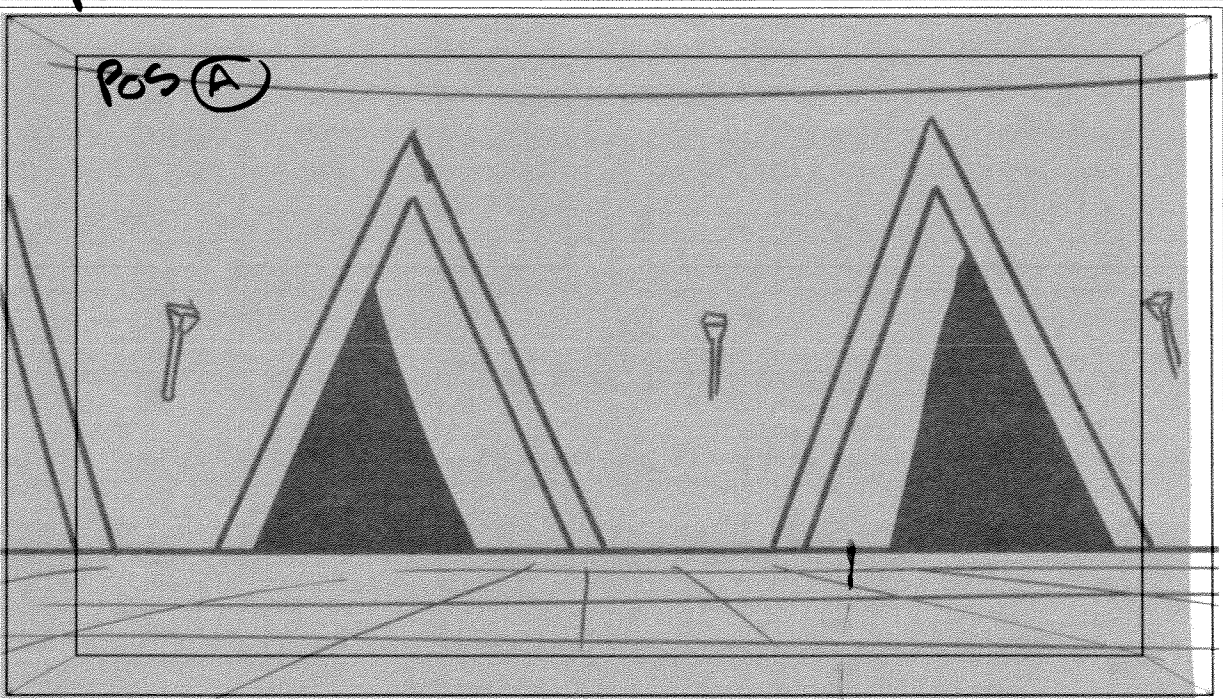
JUN 10 2013

1020-007

1020-007

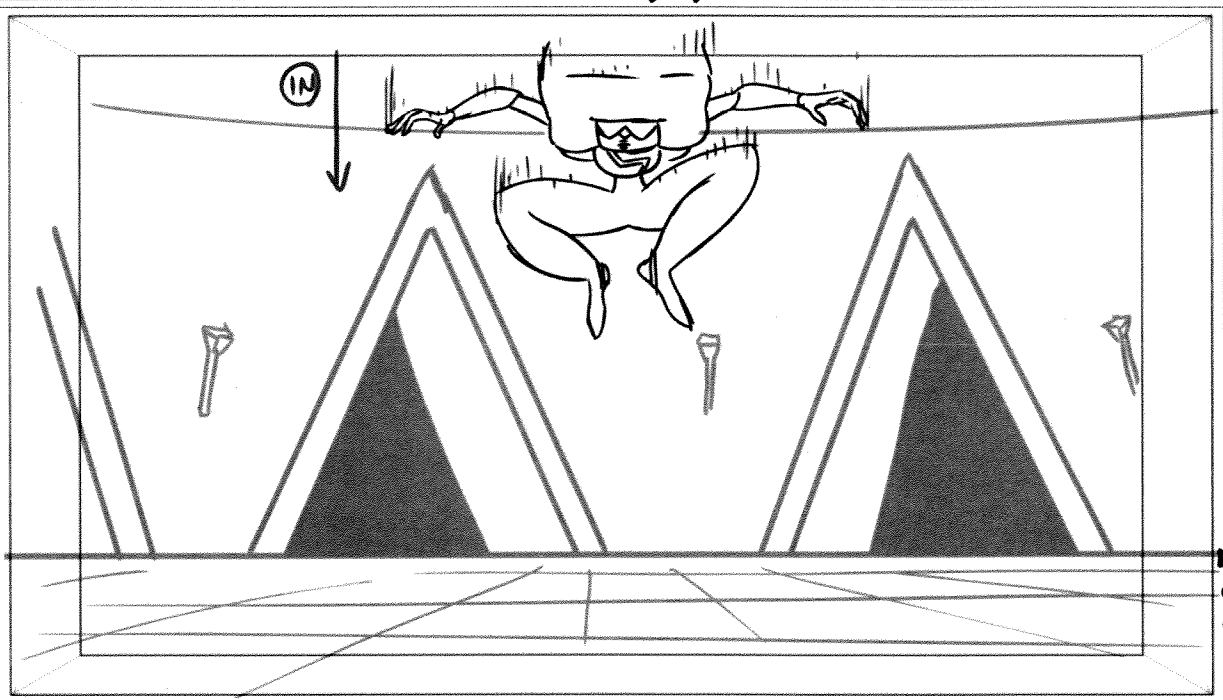
1020-007

Scene 47 Panel 1



Slugging
ADJ: 0.13

Scene 47 Panel 2



Action Notes
Camera pulls back as characters land.

Slugging
ADJ: 0.05

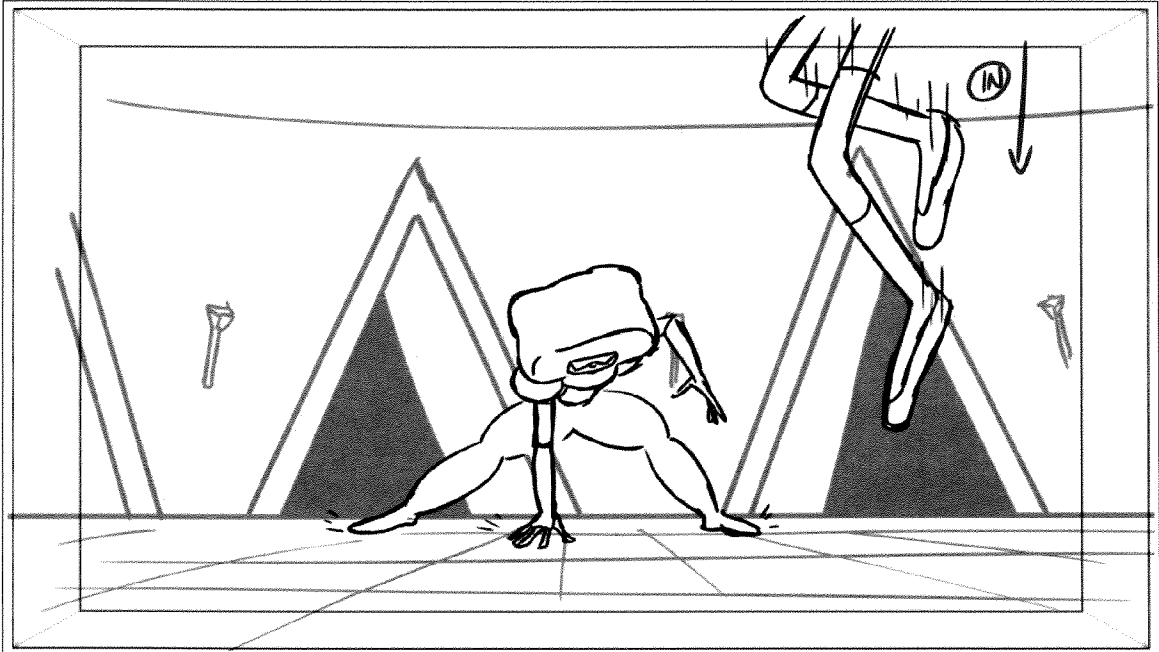
JUN 10 2013

1020-007

1020-007

1020-007

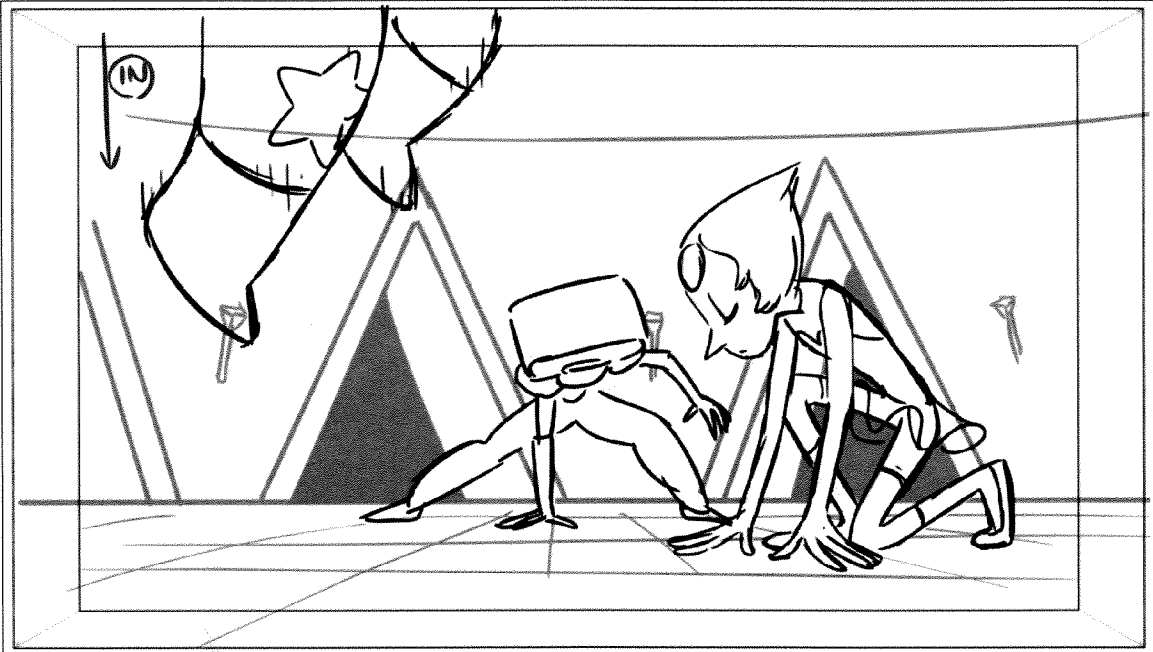
Scene Panel
47 *cont* 3



Action Notes
Camera pulls back as characters land.

Slugging
ADJ: 0.06

Scene Panel
47 *cont* 4



Action Notes
Camera pulls back as characters land.

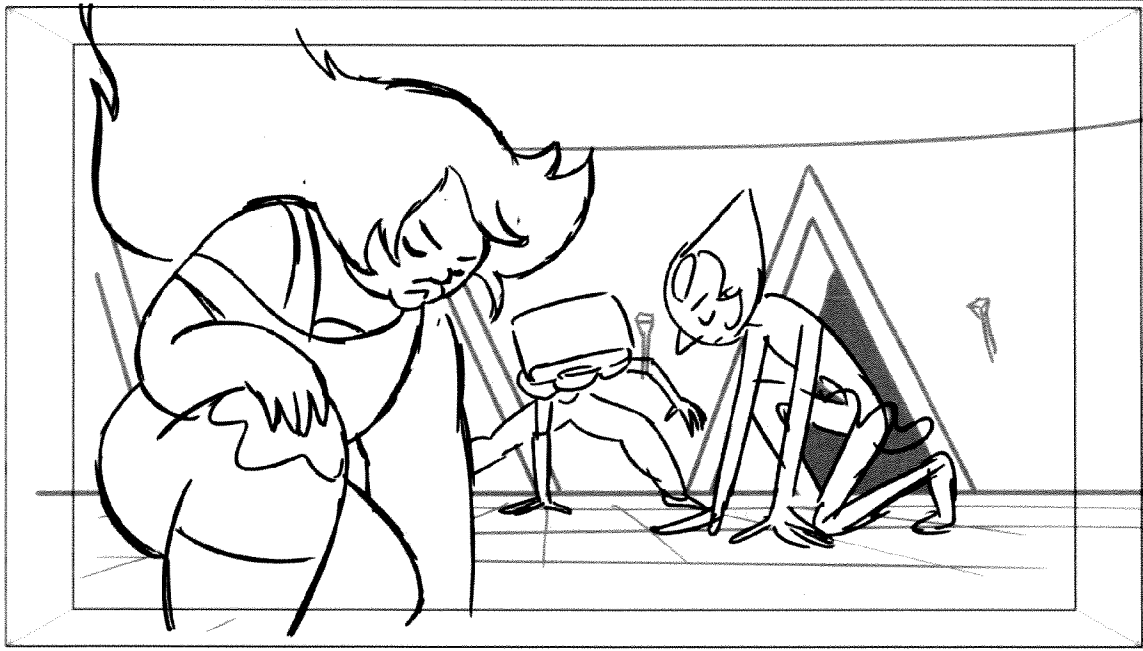
Slugging
ADJ: 0.06
JUN 10 2013

1020-007

1020-007

1020-007

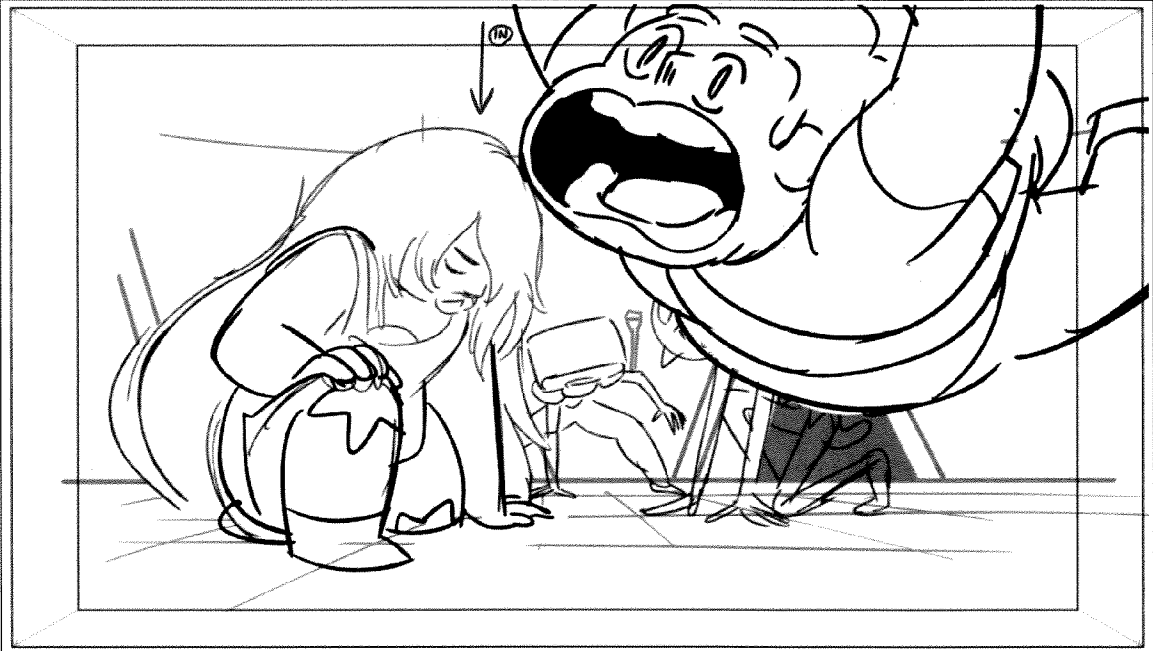
Scene 47 *cont* Panel 5



Action Notes
Camera pulls back as characters land.

Slugging
ADJ: 0.14

Scene 47 *cont* Panel 6



Dialog
STEVEN: (*HITTING THE GROUND) OOOOFFFFF

Action Notes
Camera pulls back as characters land.

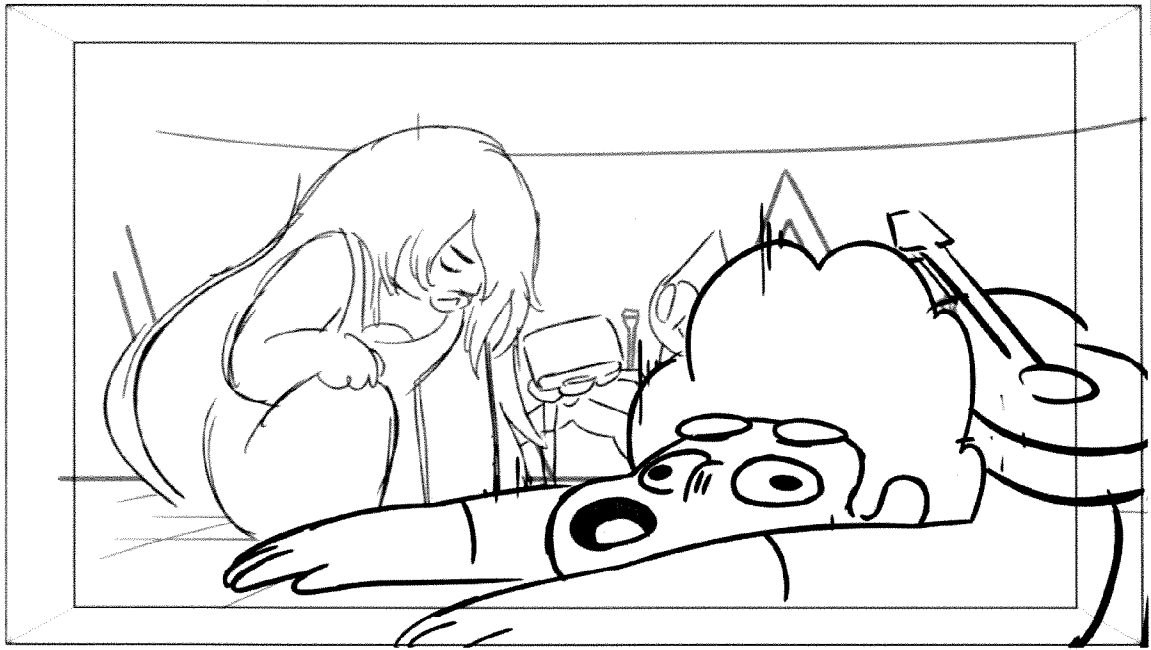
Slugging
Panels 6 to 8 = 1.09

JUN 10 2013

1020.007

1020.007

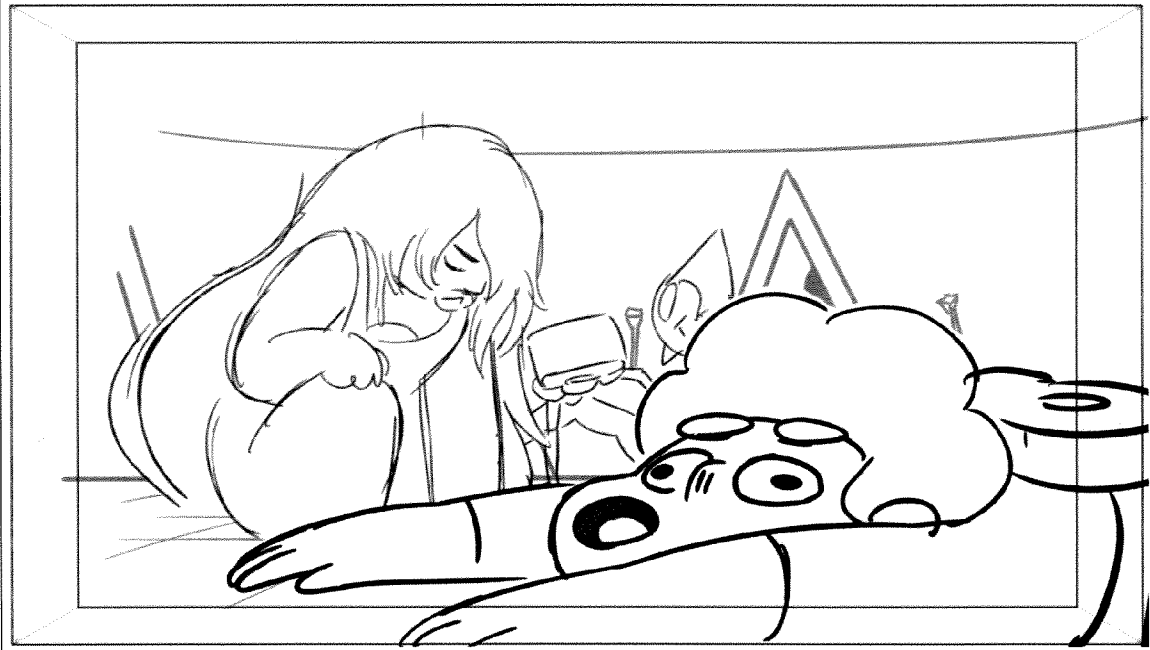
Scene 47 Panel 7



Dialog
STEVEN: (*HITTING THE GROUND) OOOOFFFFF

Action Notes
Camera pulls back as characters land.

Scene 47 Panel 8



Dialog
STEVEN: (*HITTING THE GROUND) OOOOFFFFF

Action Notes
Camera pulls back as characters land.

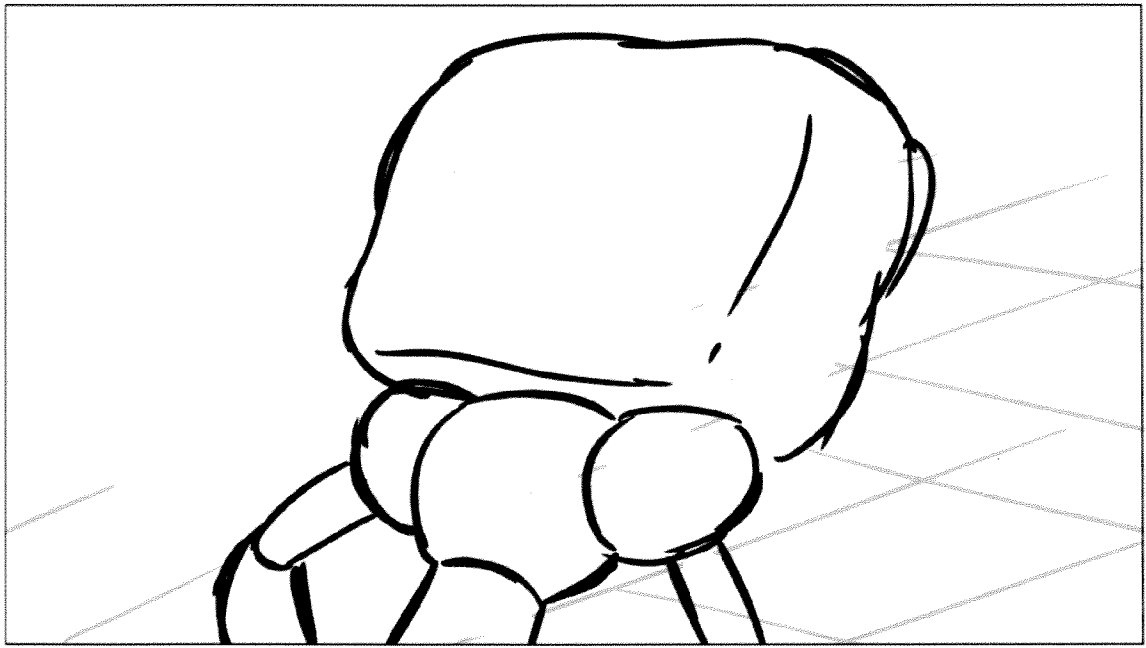
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
48	1



Slugging
0.06

Scene	Panel
48	2



Dialog
GARNET: <GASP>

Slugging
0.15

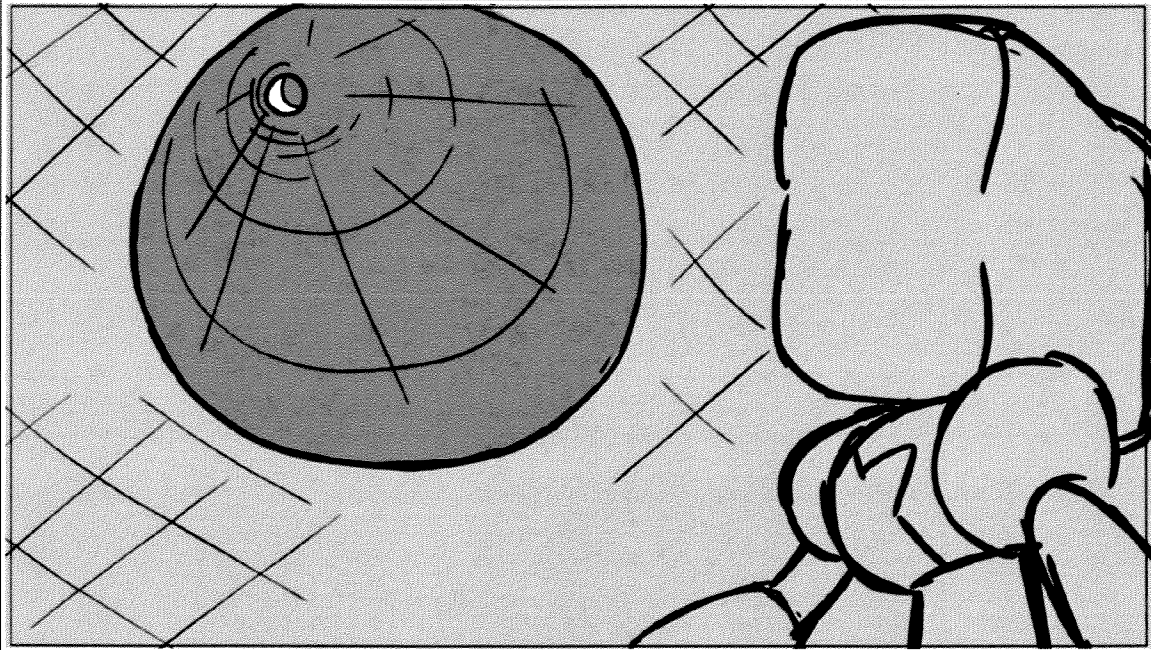
JUN 10 2013

1020-007

1020-007

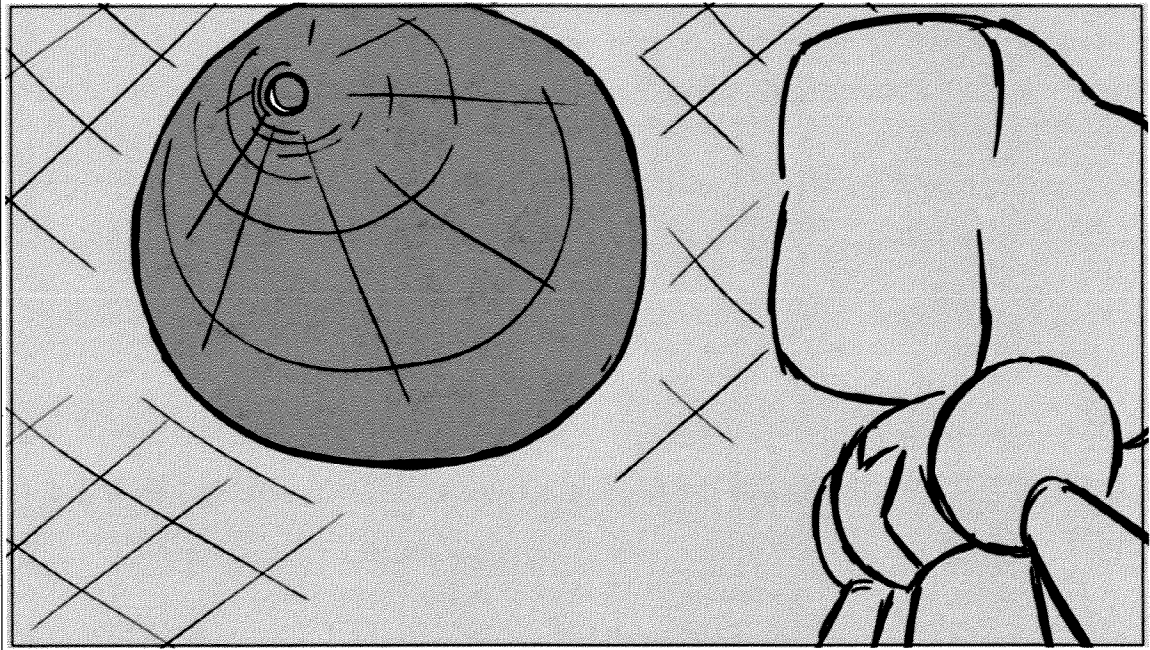
1020-007

Scene	Panel
49	1



Slugging
0.10

Scene	Panel
49	2



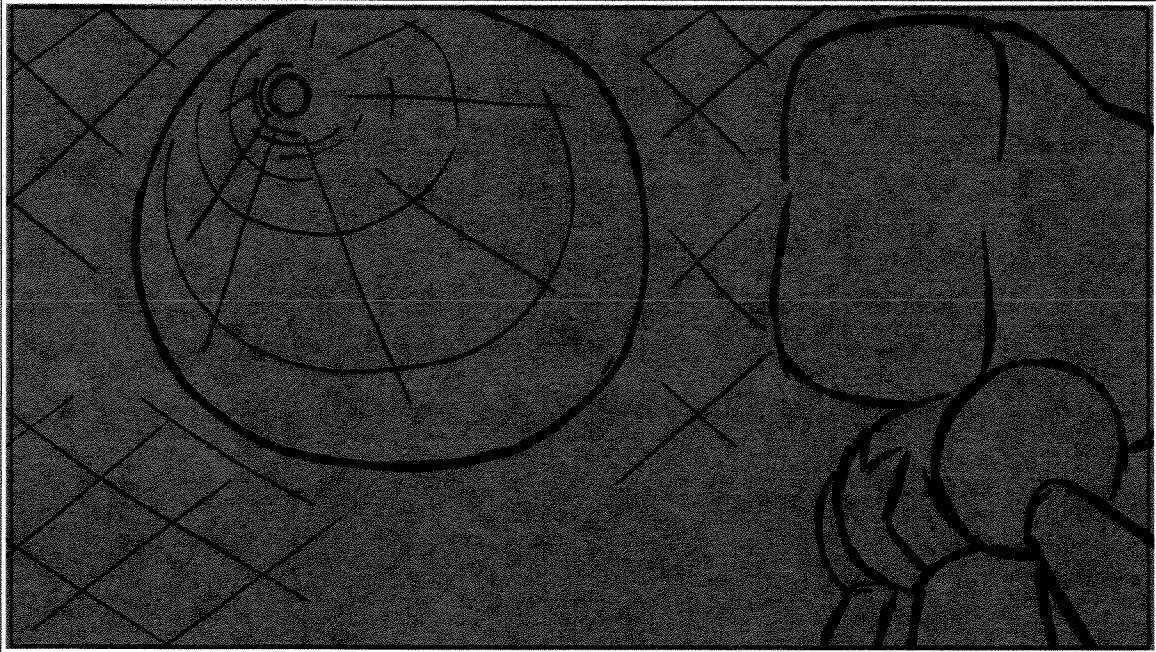
Slugging
0.13

JUN 10 2013

1020-007

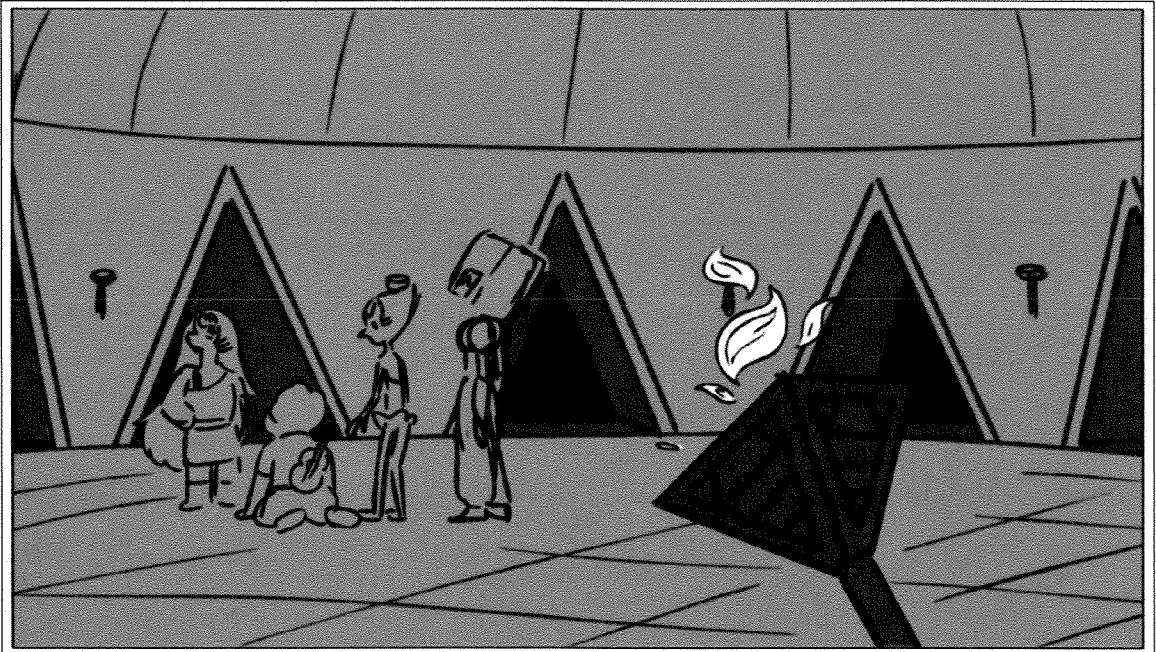
1020-007

Scene	Panel
49	3



Slugging
1.15

Scene	Panel
50	1



Slugging
Panels 1 + 2 = 0.05

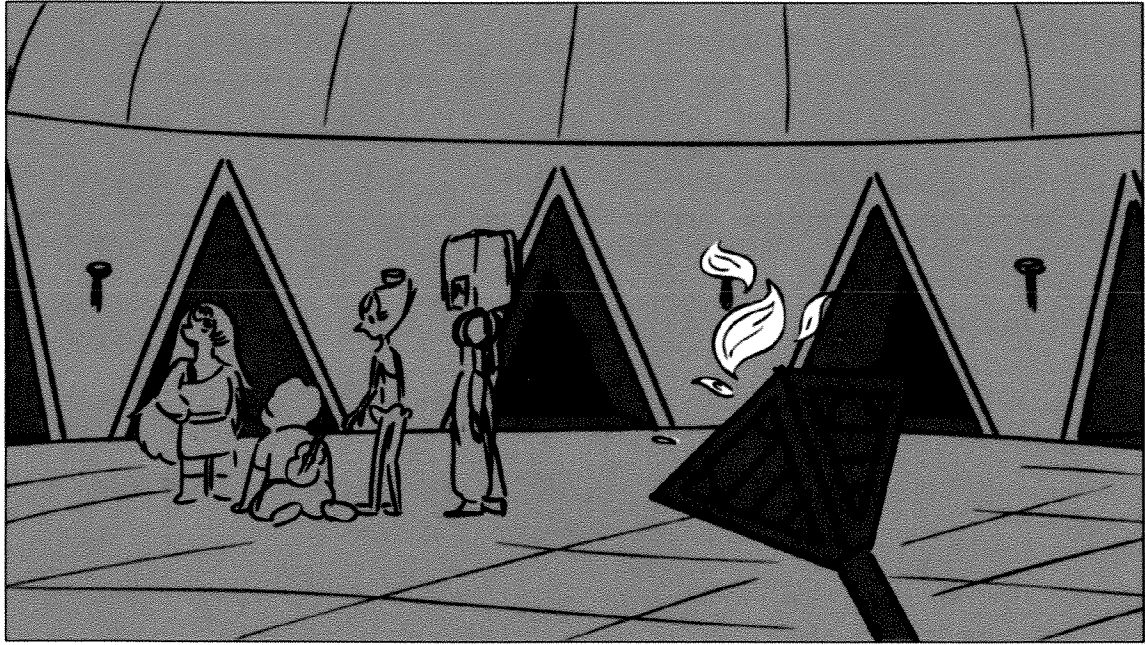
JUN 10 2013

1020-007

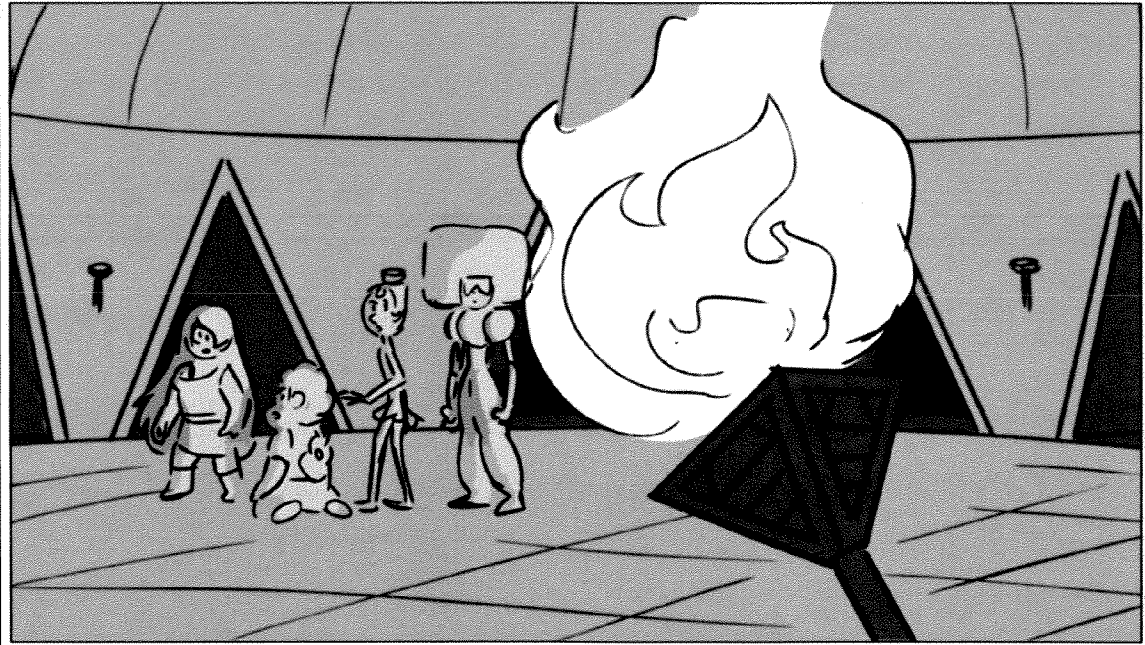
1020-007

1020-007

Scene 50 Panel 2
CONT

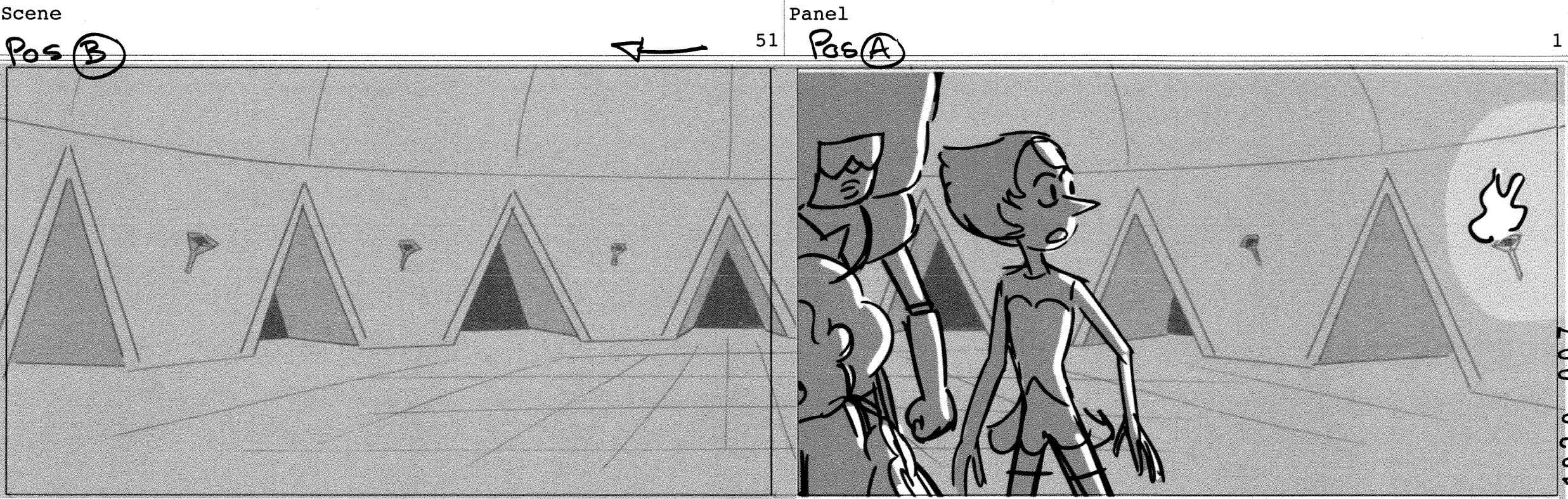


Scene 50 Panel 3
CONT



Slugging
0.14

JUN 10 2013



Action Notes

Torches light behind GEMS one by one

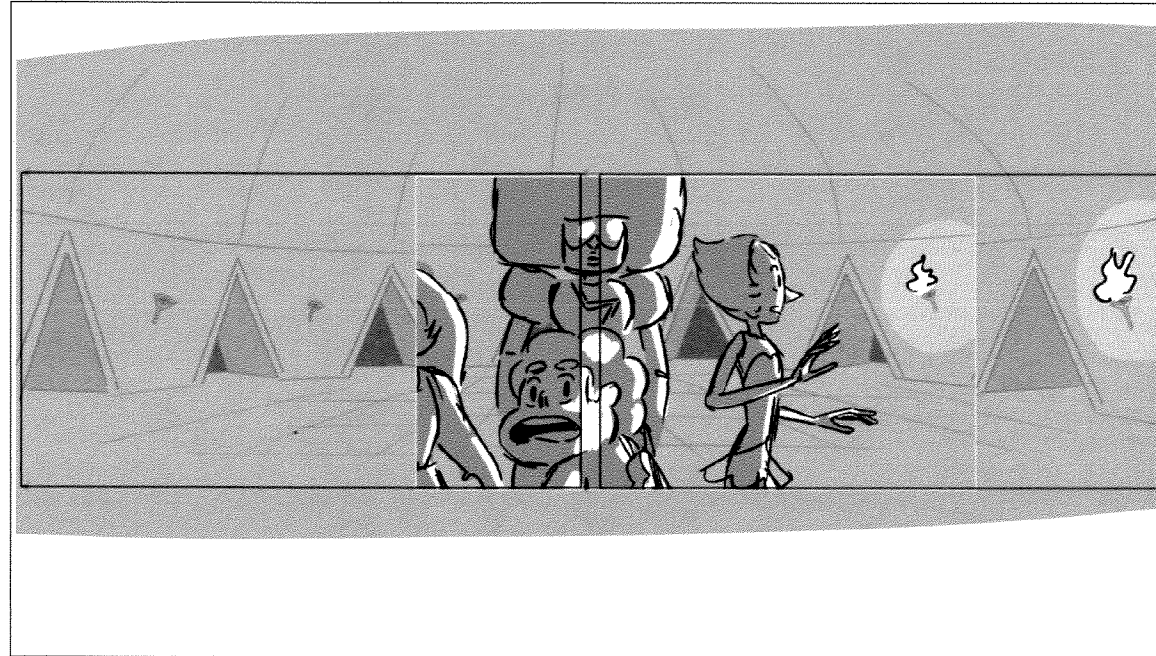
Slugging

Panels 1 to 5 total frames: 3.12

ADJ: 0.10

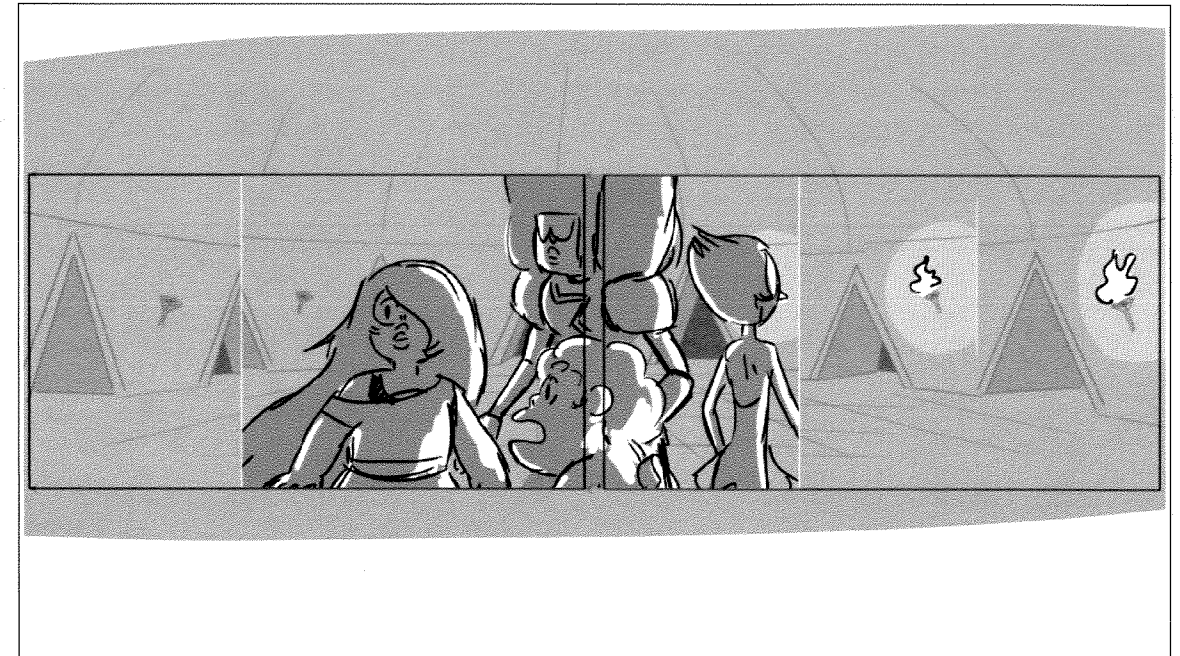
JUN 10 2013

Scene	Panel
51	<i>cont</i> 2



Slugging
ADJ: 0.10

Scene	Panel
51	<i>cont</i> 3



Slugging
ADJ: 0.10

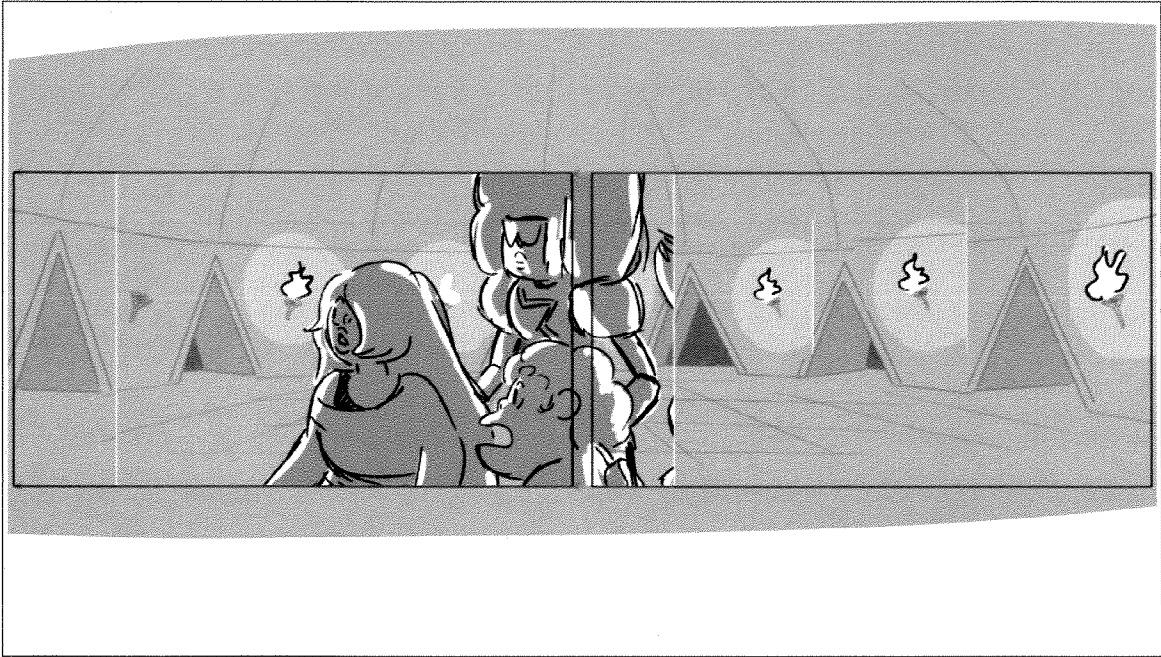
JUN 10 2013

1020-007

1020-007

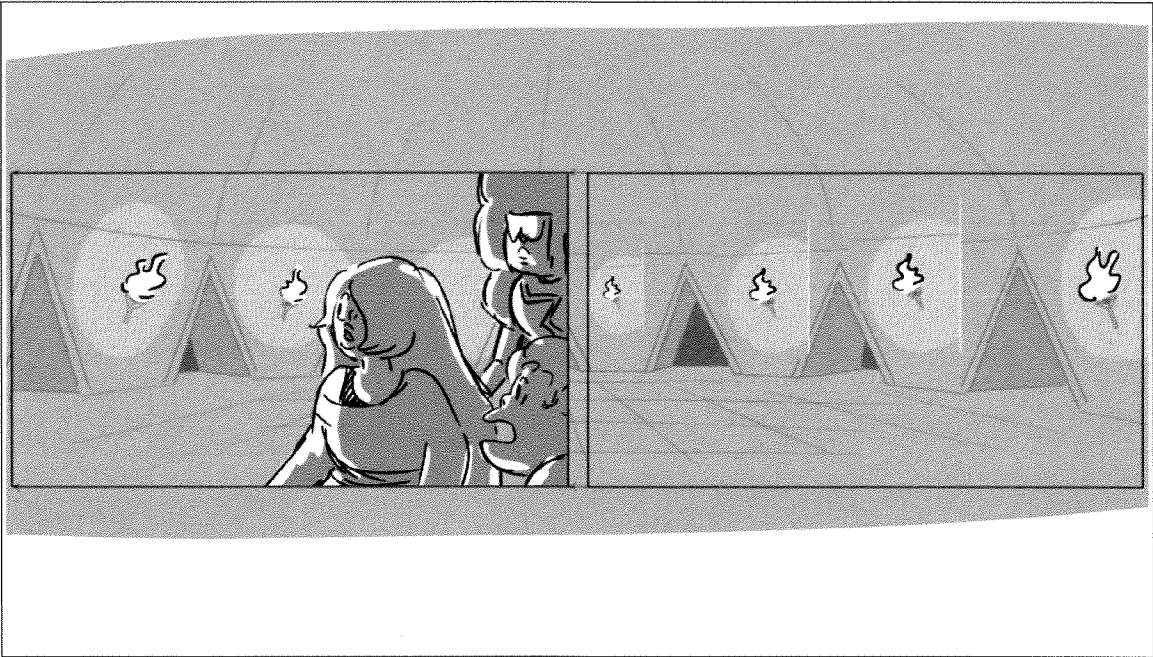
1020-007

Scene	Panel
51	<i>CONT</i> 4



Slugging
ADJ: 0.10

Scene	Panel
51	<i>CONT</i> 5



Slugging
ADJ: 1.04

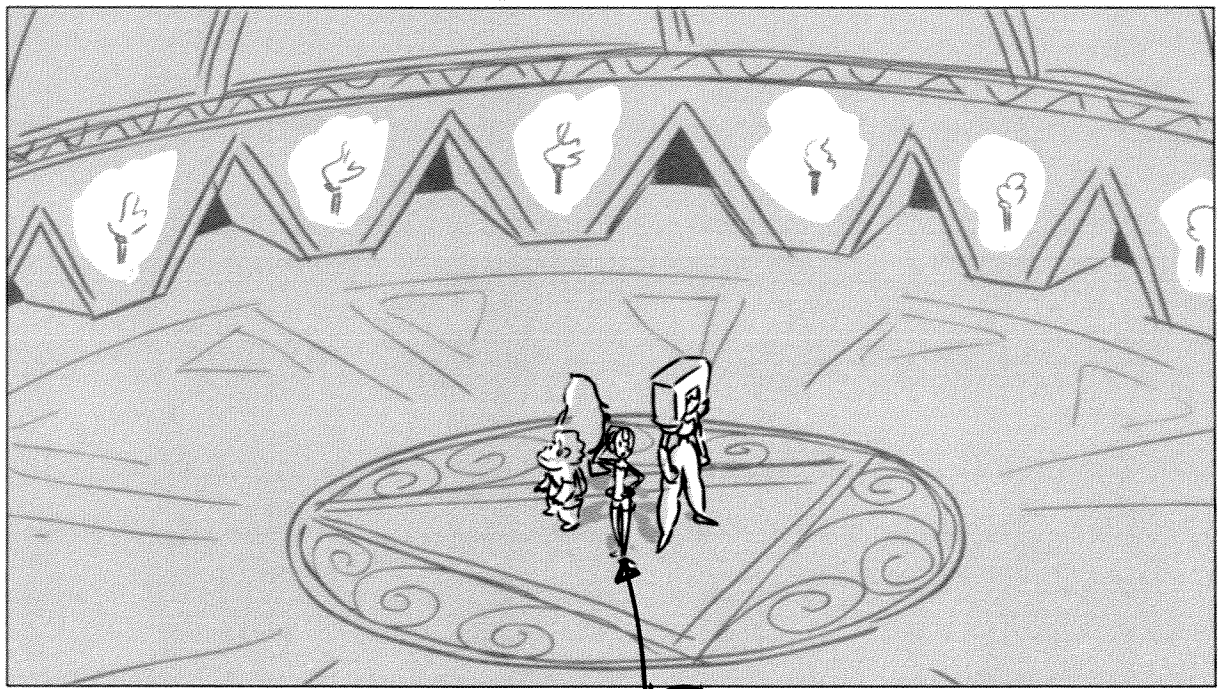
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
52	1

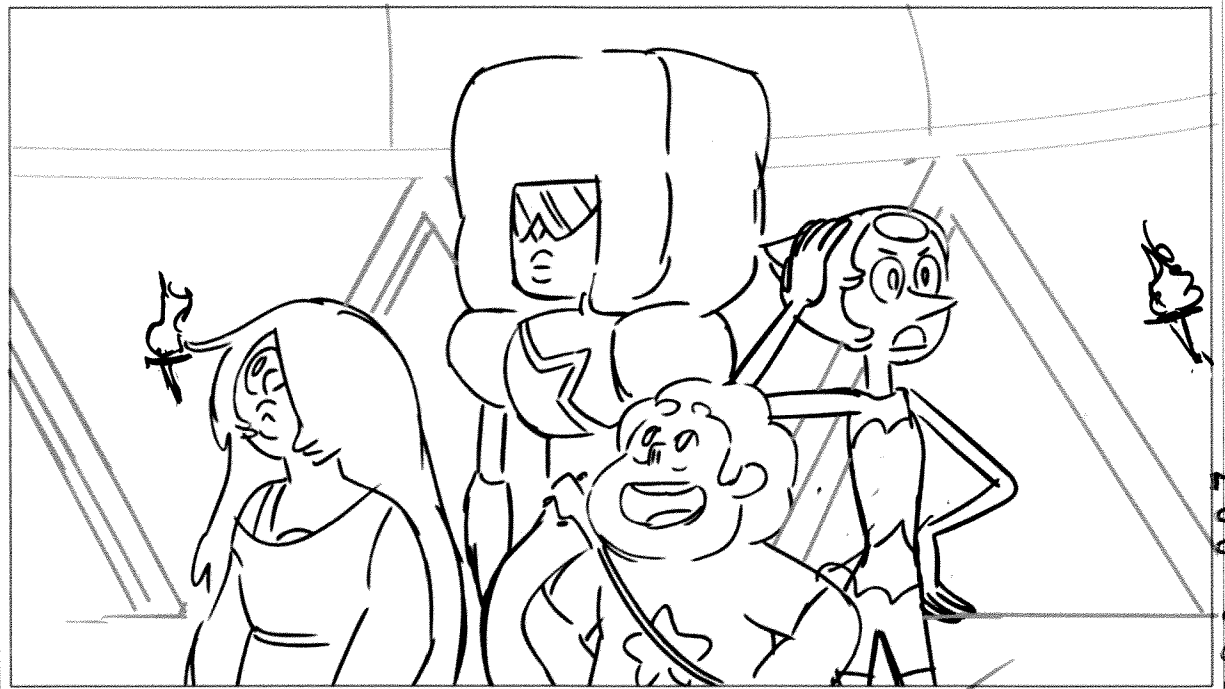


Dialog
AMETHYST: LOOKS LIKE WE'RE GONNA HAVE TO SPLIT UP.

Slugging
4.05

Notes
H.U. poses needed for all characters to previous scene.
Characters are facing the opposite directions.

Scene	Panel
53	1

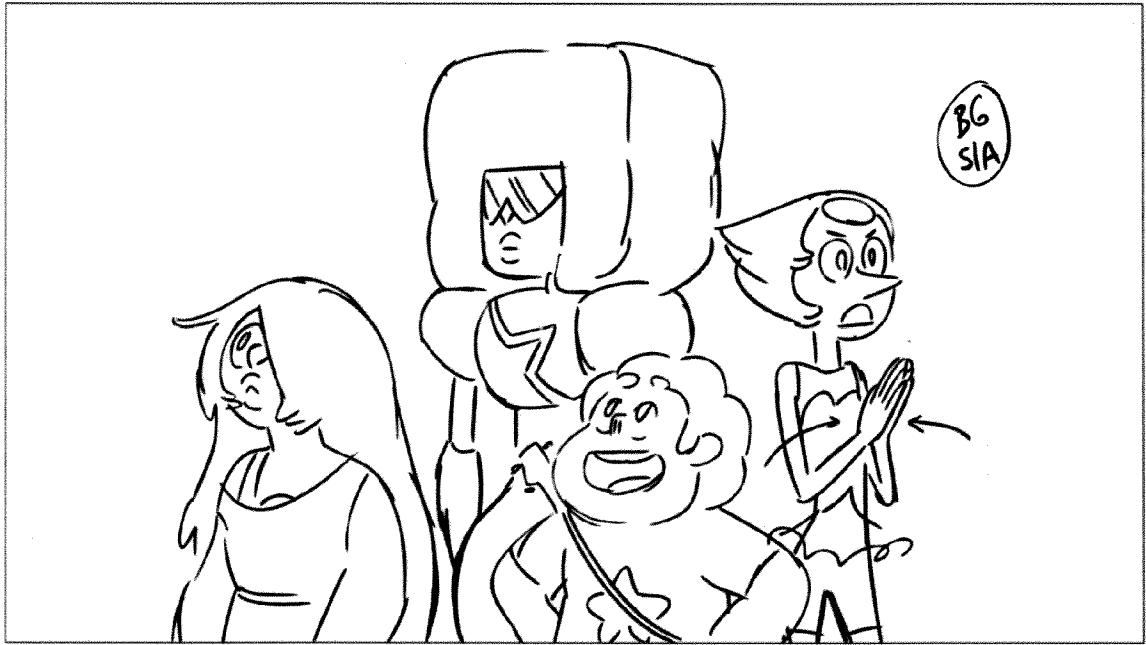


Dialog
START POSE

Slugging
Panels 1 + 2 = 1.08

JUN 10 2015

Scene	Panel
53	CONT 2



Dialog

PEARL: RIGHT!

JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel	
	53 <i>cont</i>	3



Dialog

PEARL: STEVEN AND I...

Slugging

1.01

Quick ADJ then HOLD.

JUN 10 2015

1020-007

1020-007

1020-007

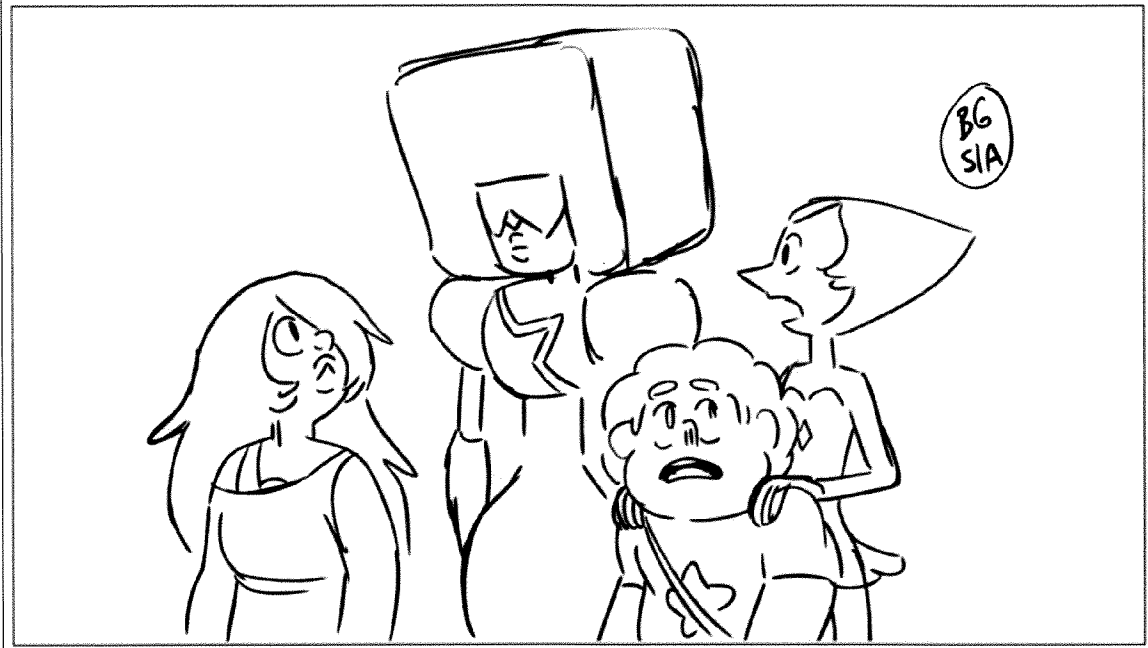
Scene 53 *cont* Panel 4



Dialog
PEARL: ...WILL STAY RIGHT HERE WHERE IT SEEMS TO BE SAFE...

Slugging
4.14

Scene 53 *cont* Panel 5



Dialog
PEARL: ...WHILE YOU GUYS GO SOLVE THE MYSTERY OF THIS PLACE.

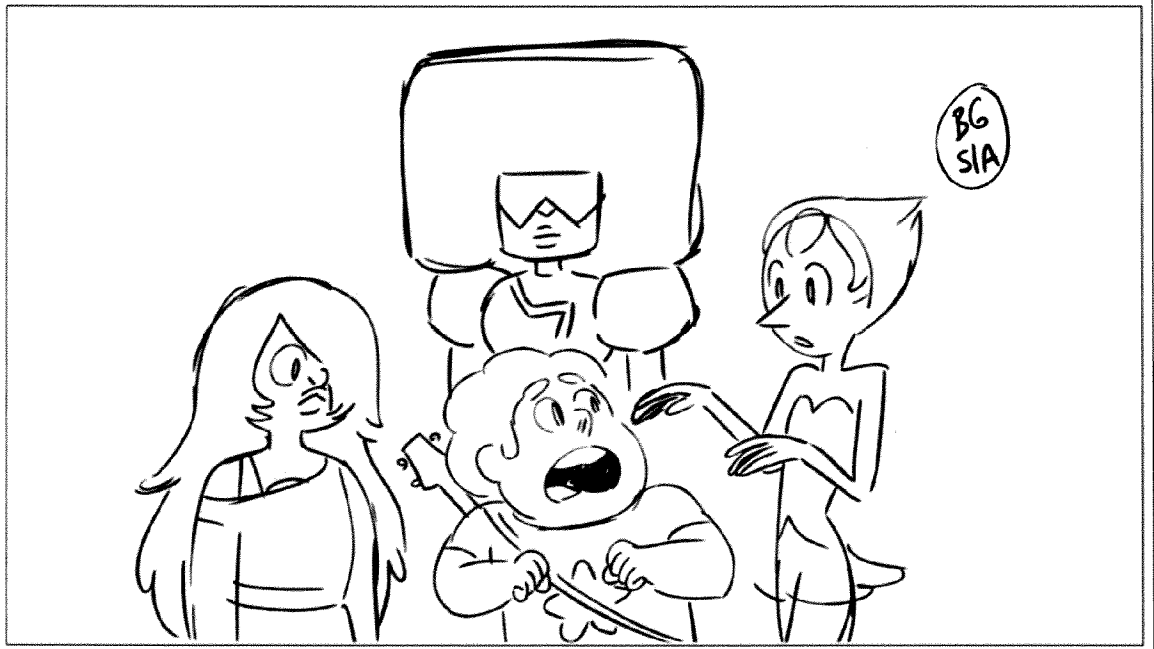
Slugging
4.11

JUN 10 2015

1020-007

1020-007

Scene	Panel
53	cont
6	



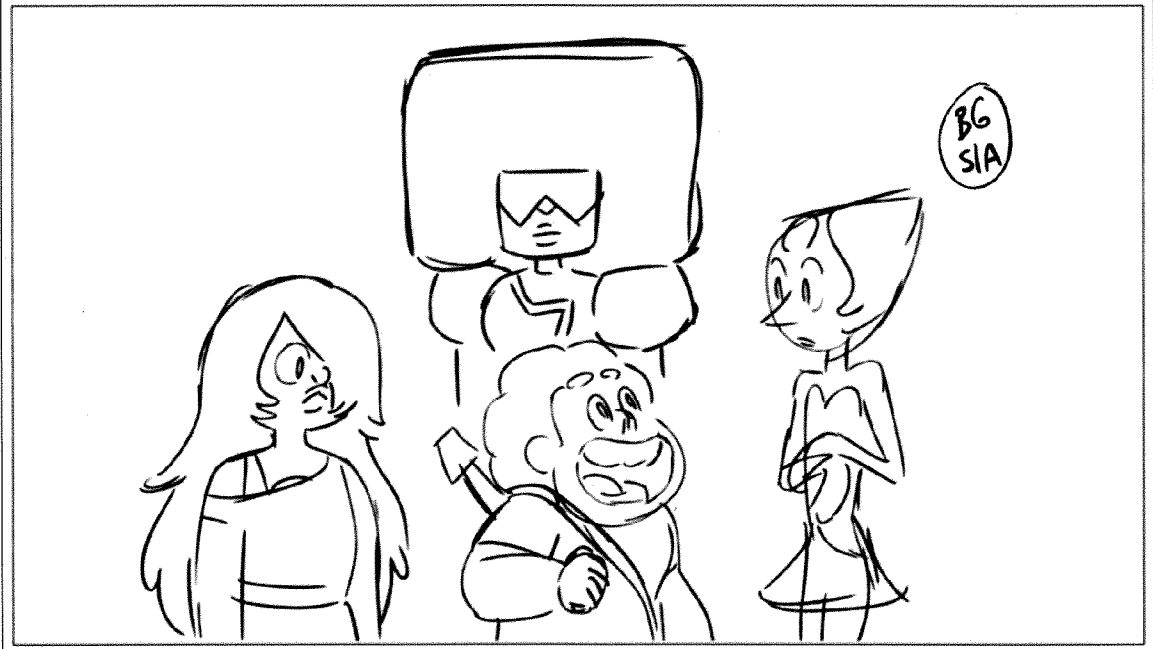
Dialog

STEVEN: WAIT!

Slugging

1.04

Scene	Panel
53	cont
7	



Dialog

STEVEN: I WANNA HELP SOLVE THE MYSTERY!

Slugging

3.00

JUN 10 2013

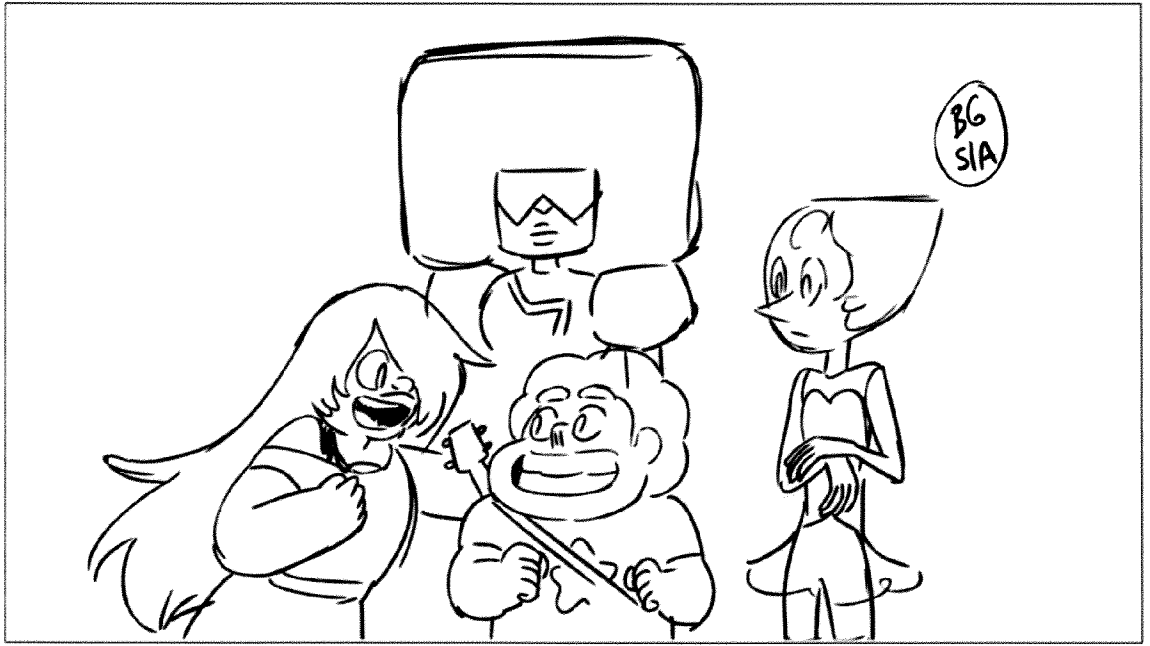
1020-007

1020-007

1020-007

Scene	Panel	
	53	8

CONT



Dialog

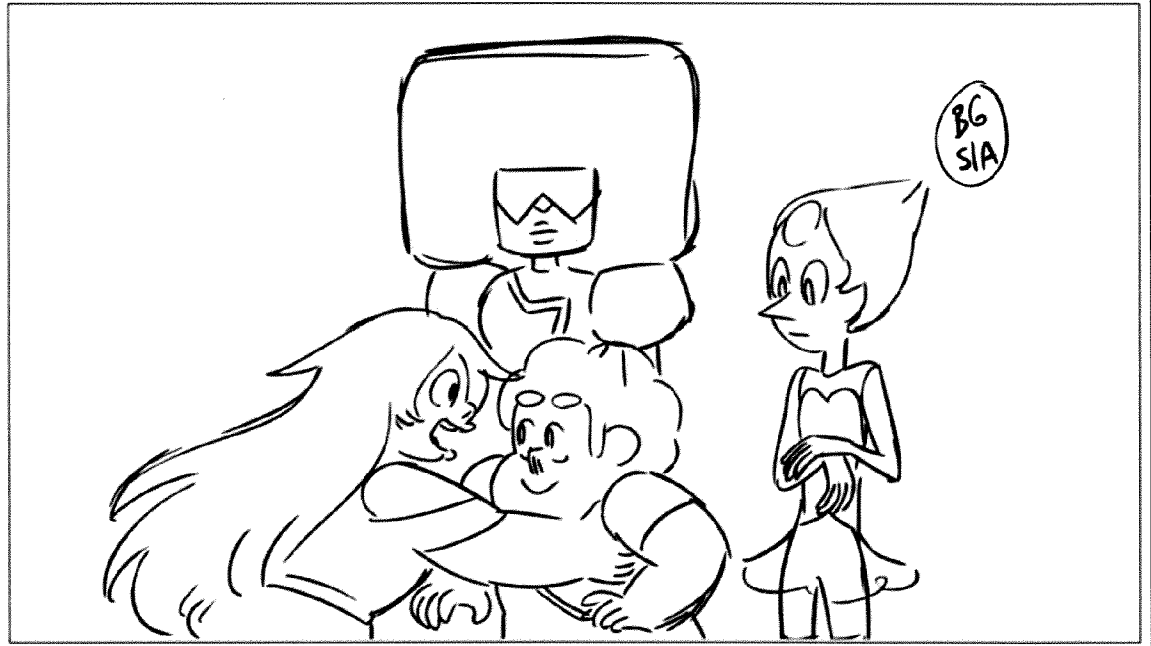
AMETHYST: YEAH C'MON STEVEN!

Slugging

2.11

Scene	Panel	
	53	9

CONT



Dialog

AMETHYST: ... YOU AND ME...

Slugging

1.07

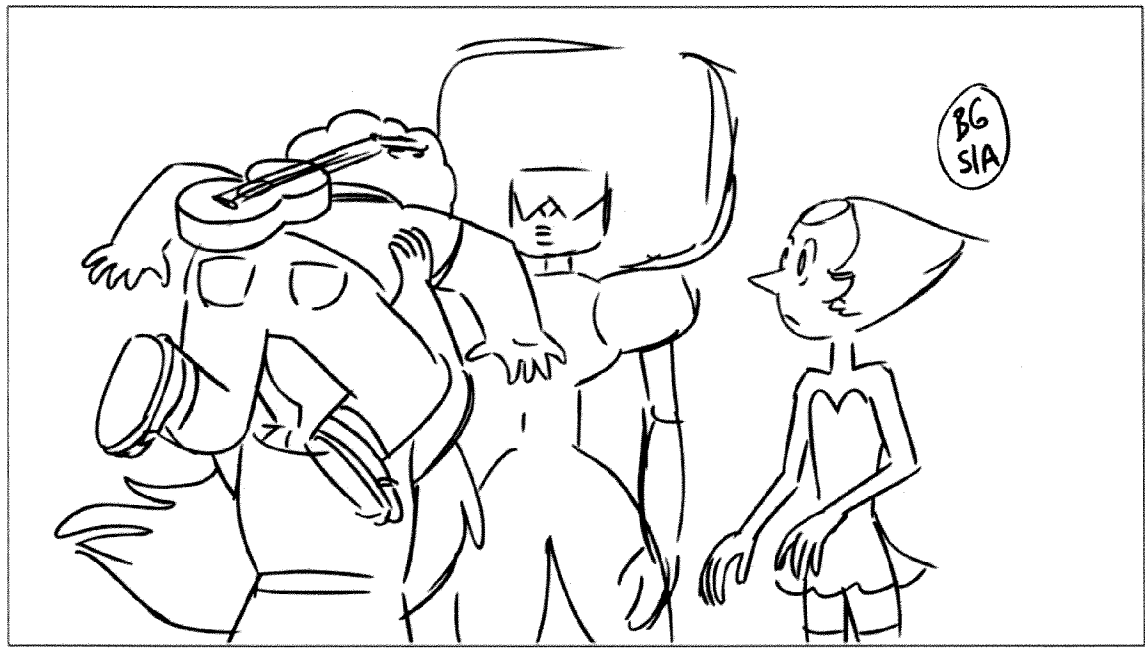
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
53	10



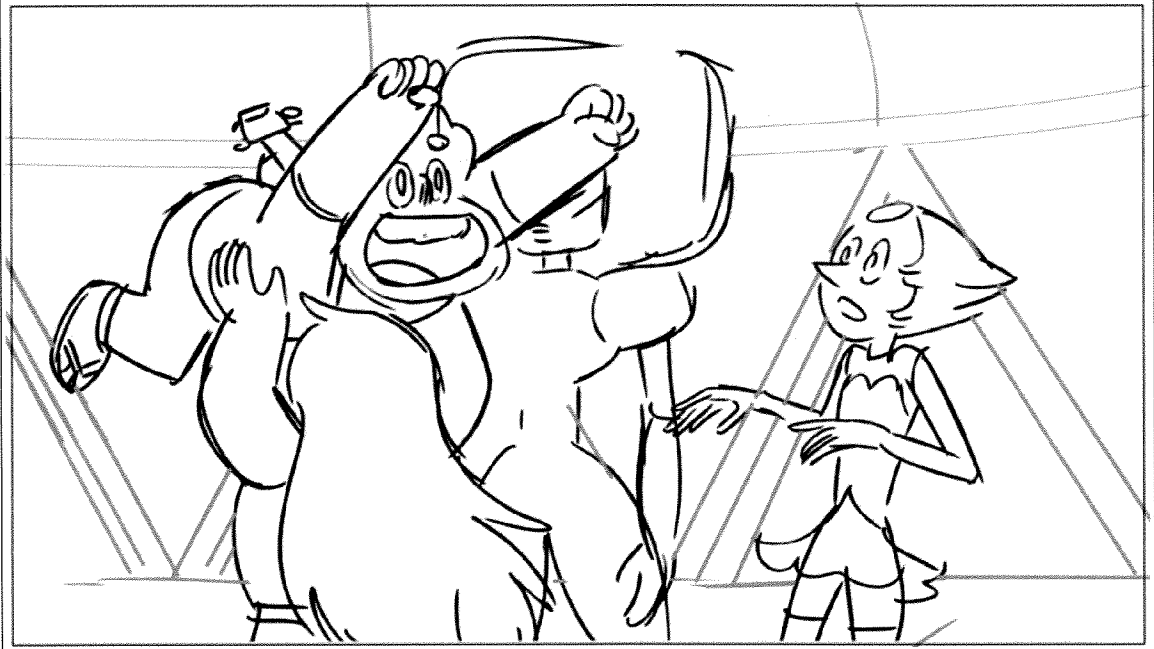
Dialog

AMETHYST: LET'S SOLVE THE MYSTERY!

Slugging

2.10

Scene	Panel
53	11



Dialog

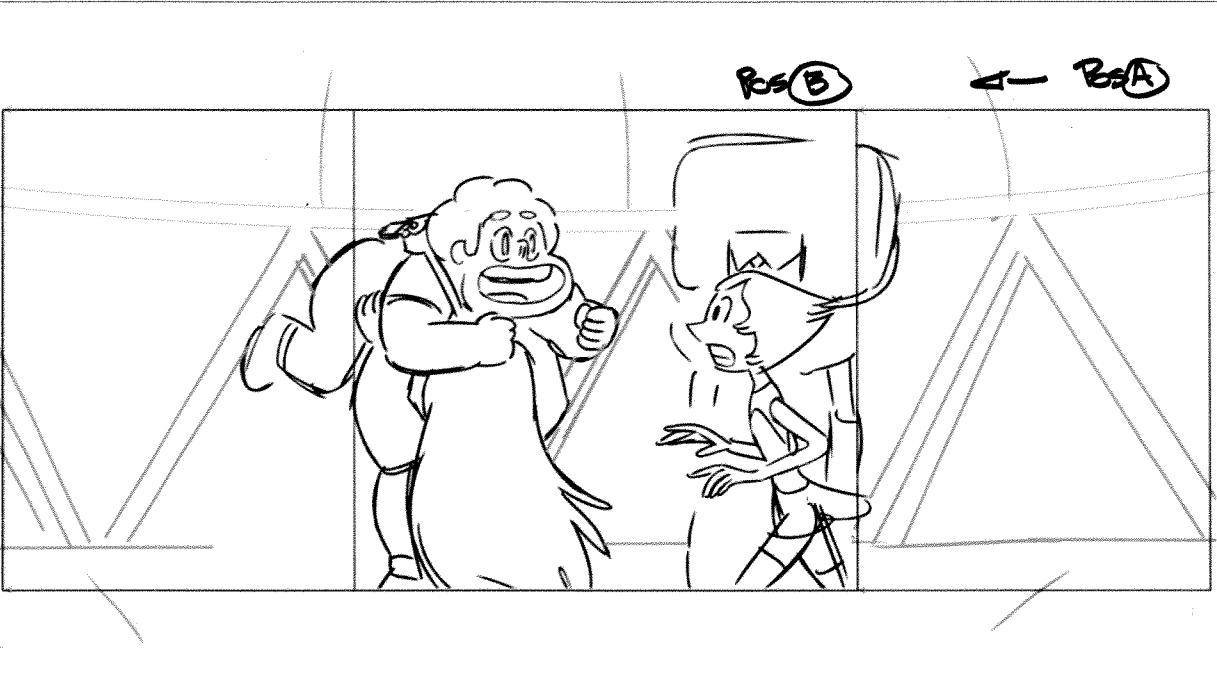
STEVEN: YEAH!

Slugging

1.03

JUN 10 2015

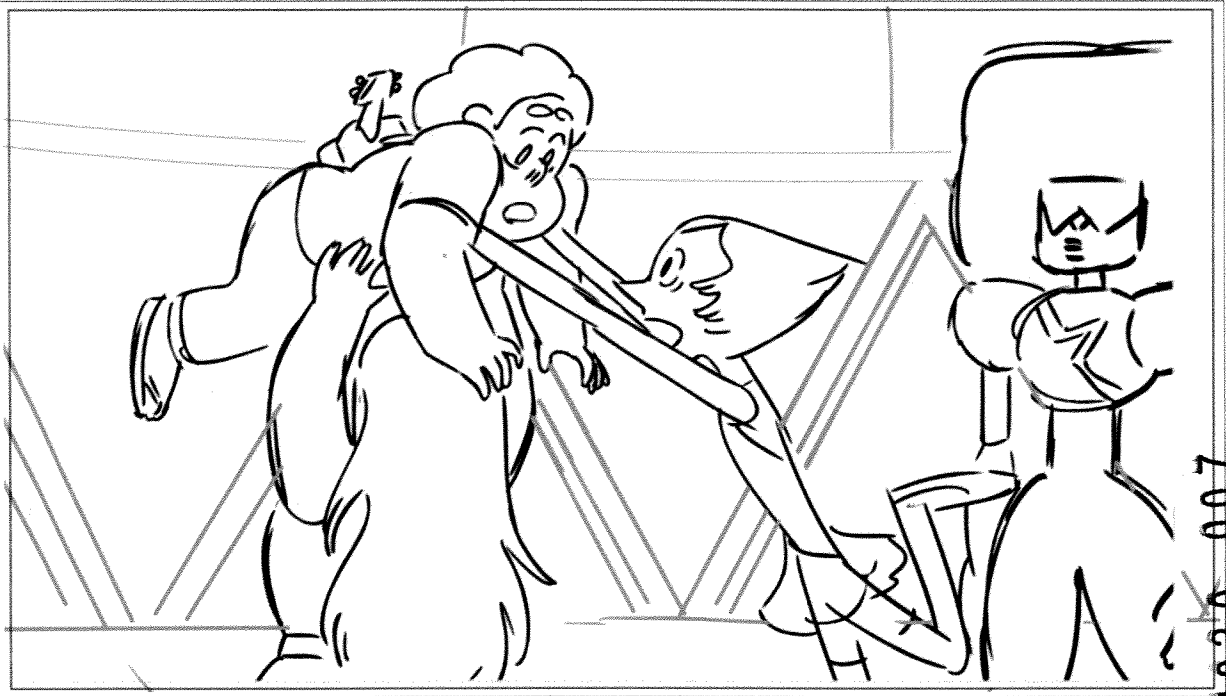
Scene 53 **CONT** Panel 12



Dialog
STEVEN: MYSTERY SOLVERS!

Slugging
2.04
Follow Steven ADJ then HOLD.

Scene 53 **CONT** Panel 13



Dialog
PEARL: NOPE!

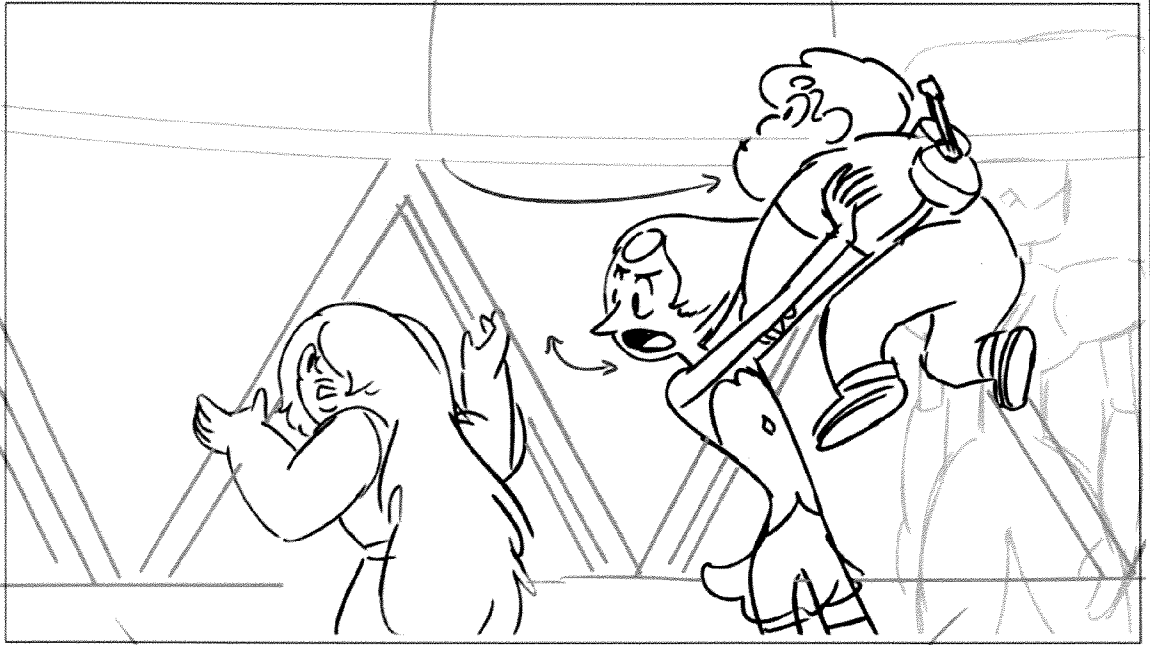
Slugging
1.11
JUN 10 2013

1020-007

1020-007

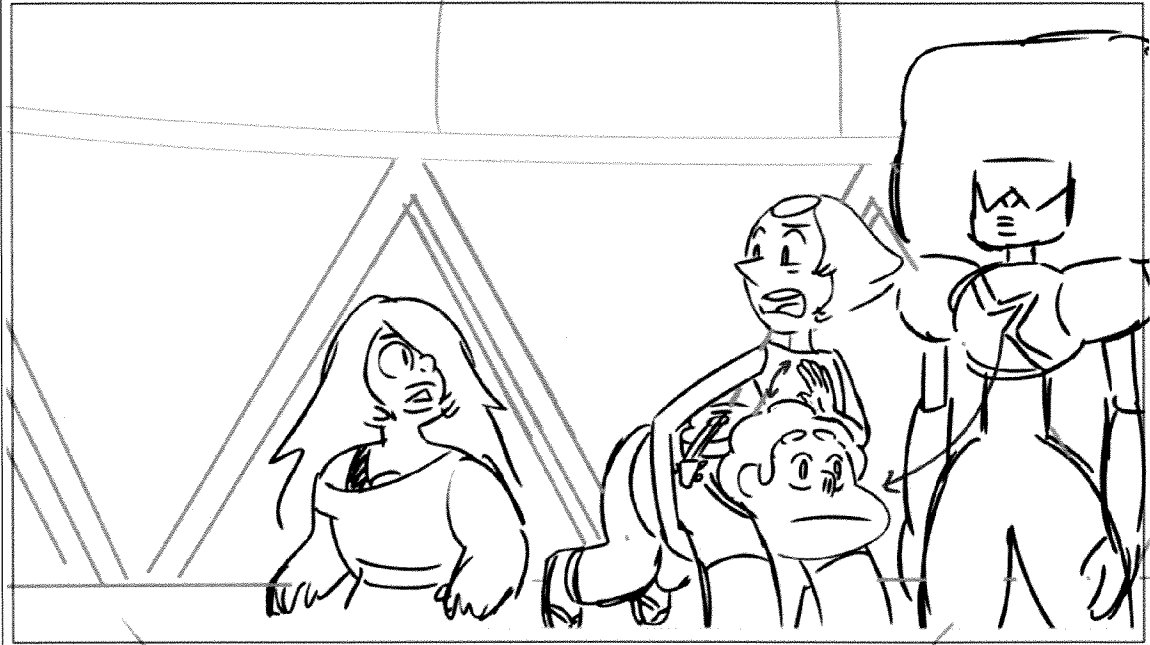
1020-007

Scene	Panel	
53	cont	14



Dialog
PEARL: NO NO NO!
Slugging
1.09

Scene	Panel	
53	cont	15



Dialog
PEARL: YOU TWO ARE A DISASTER WAITING TO HAPPEN.
Action Notes
Pearl pats Steven's head Pearl cycle panels 16 and 17 3 times.
Slugging
Panels 15 + 16 = 3.10

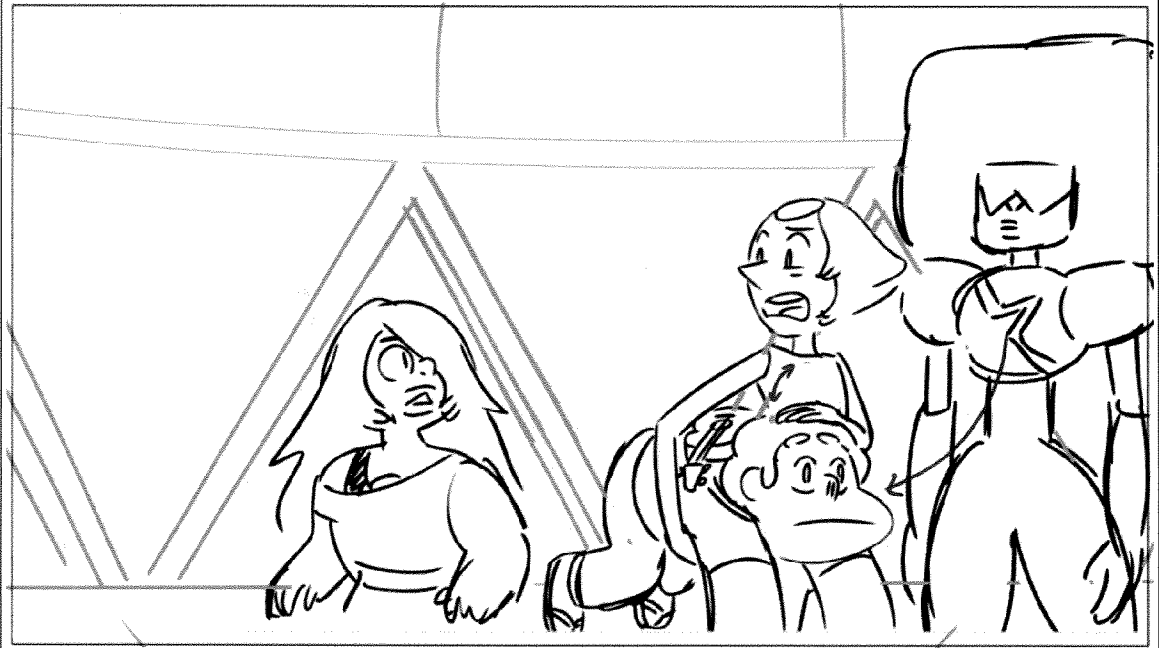
JUN 10 2013

1020-007

1020-007

1020-007

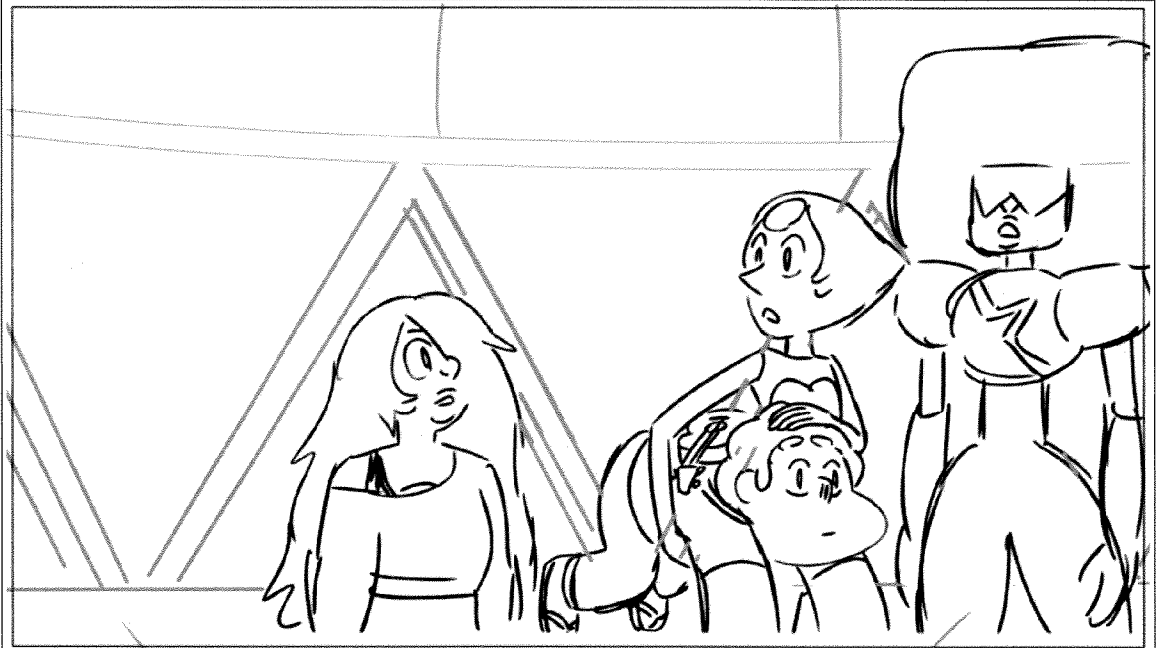
Scene 53 *CONT* Panel 16



Dialog
PEARL: YOU TWO ARE A DISASTER WAITING TO HAPPEN.

Action Notes
Pearl pats Steven's head
Pearl cycle panels 16 and 17 3 times.

Scene 53 *CONT* Panel 17



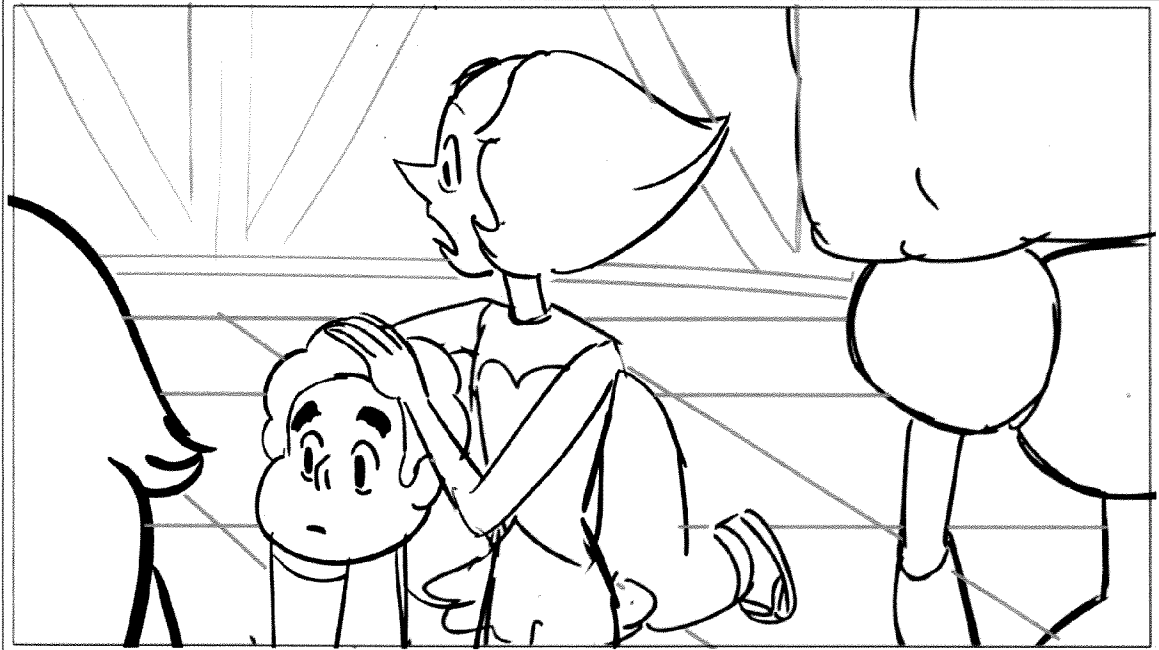
Dialog
GARNET: STEVEN GOES WITH ME.

Slugging
2.10
JUN 10 2015

1020-007

1020-007

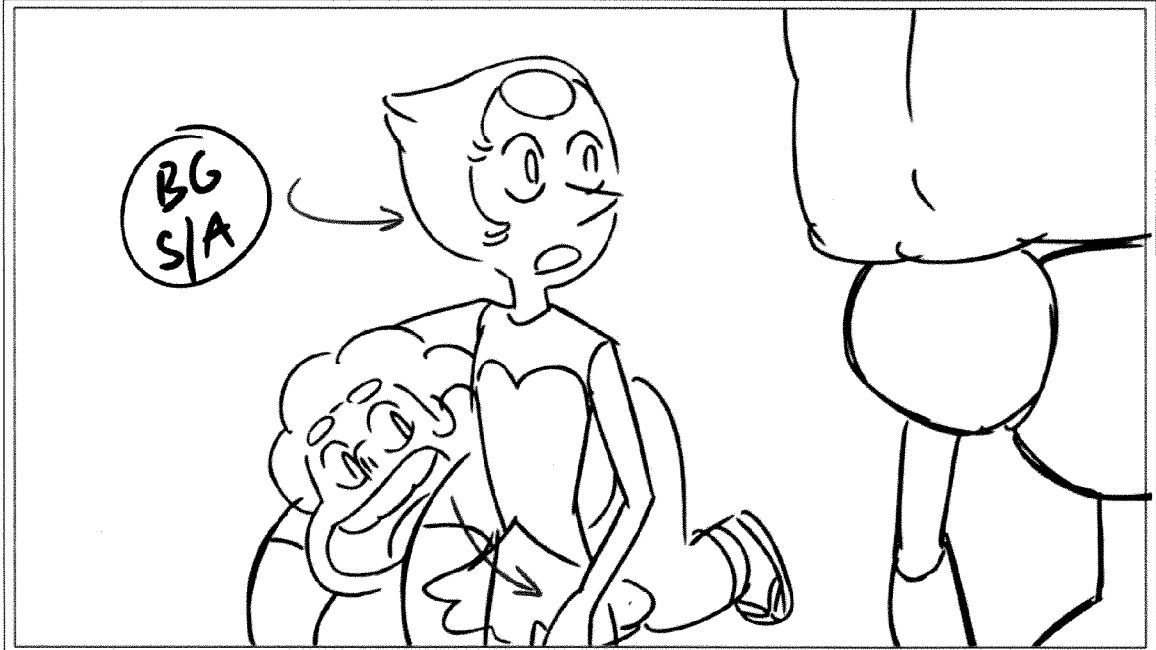
Scene	Panel
54	1



Dialog
STEVEN: REALLY?

Slugging
Panels 1 + 2 = 1.15

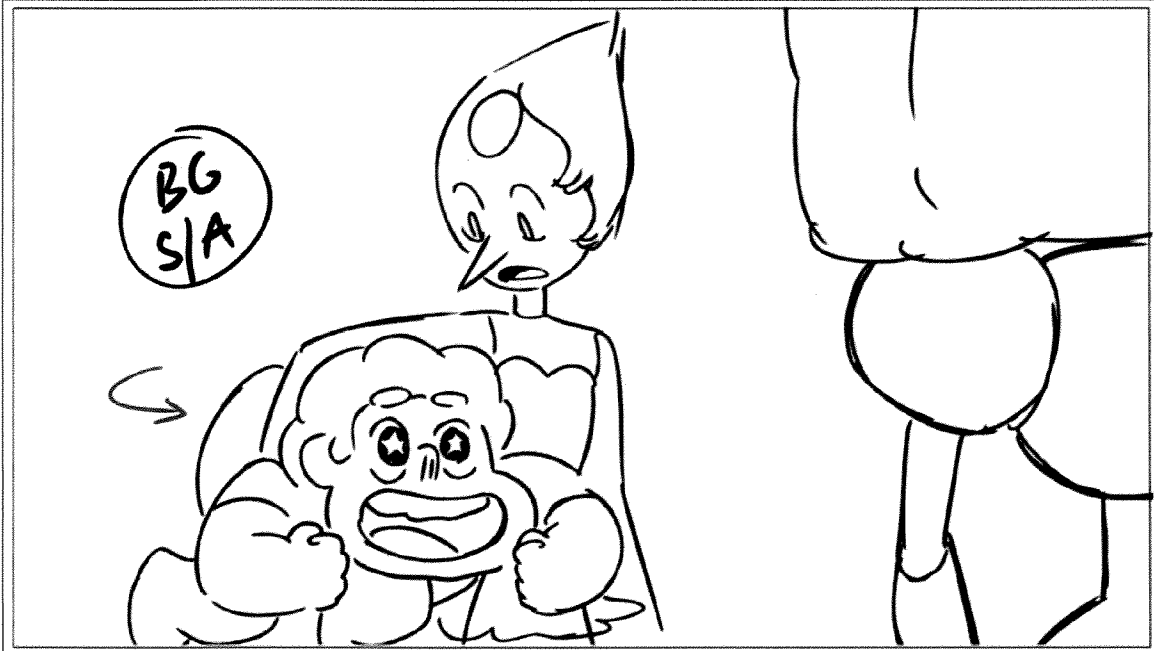
Scene	Panel
54	2



Dialog
STEVEN: REALLY?

JUN 10 2013

Scene	Panel
54	3



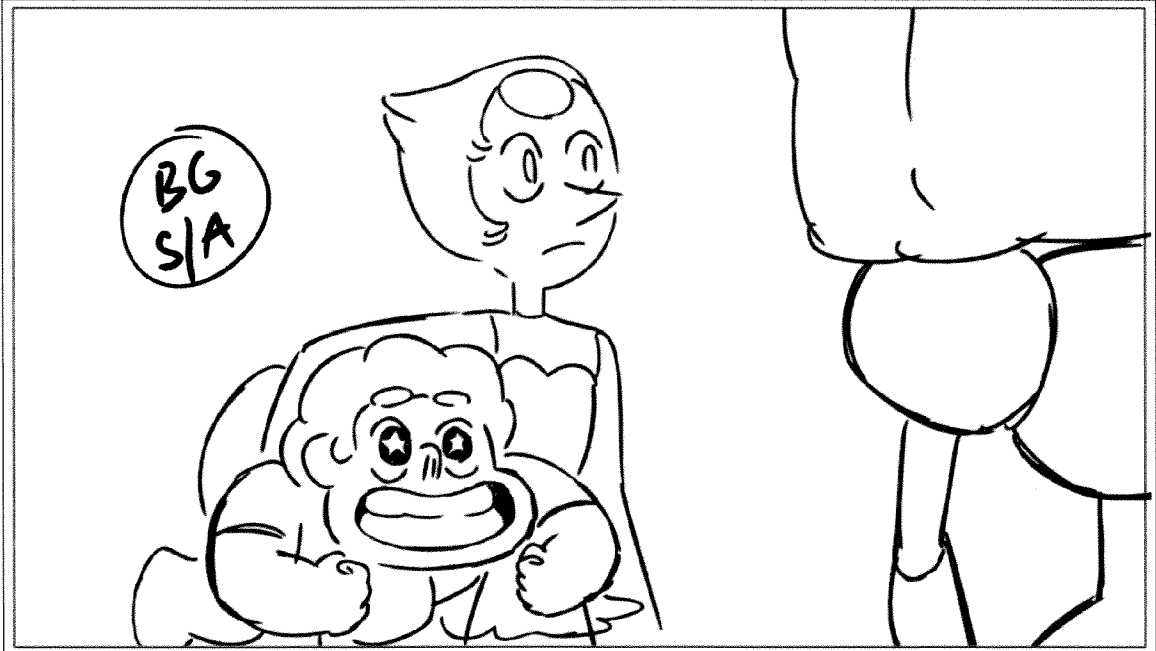
Dialog

STEVEN: AWESOME!

Slugging

2.01

Scene	Panel
54	4



Dialog

GARNET: BUT REMEMBER...

Slugging

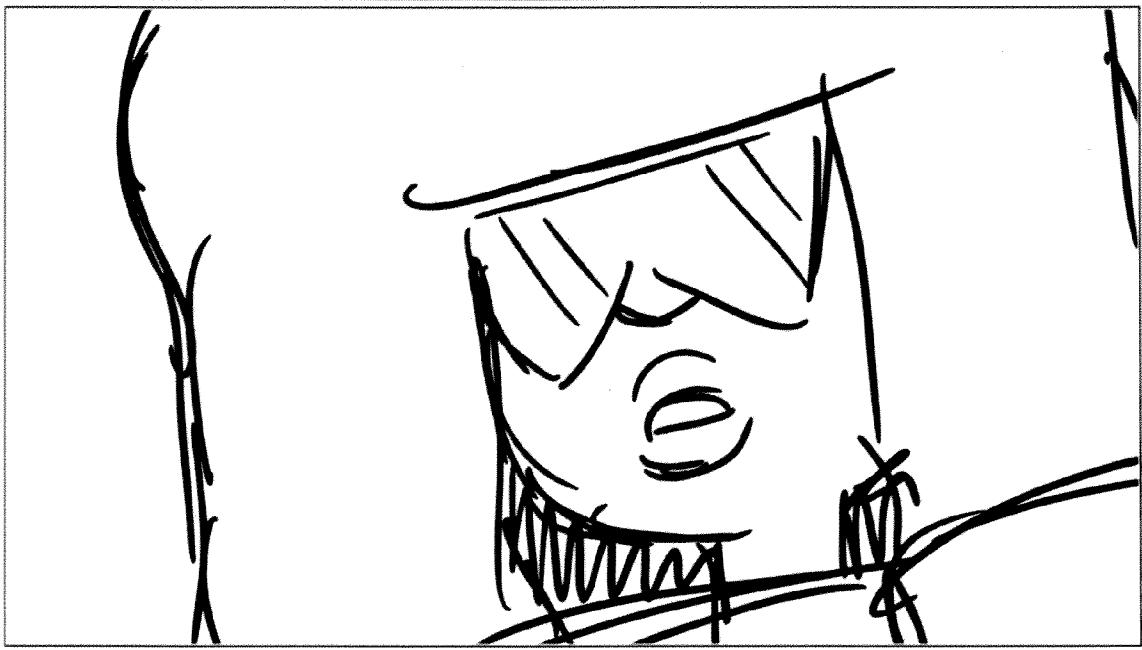
1.09

JUN 10 2011

1020-007

1020-007

Scene	Panel
55	1



Dialog

GARNET: THIS IS A SERIOUS MISSION.

Slugging

3.08

Scene	Panel
56	1



Dialog

STEVEN: UNDERSTOOD!

Action Notes

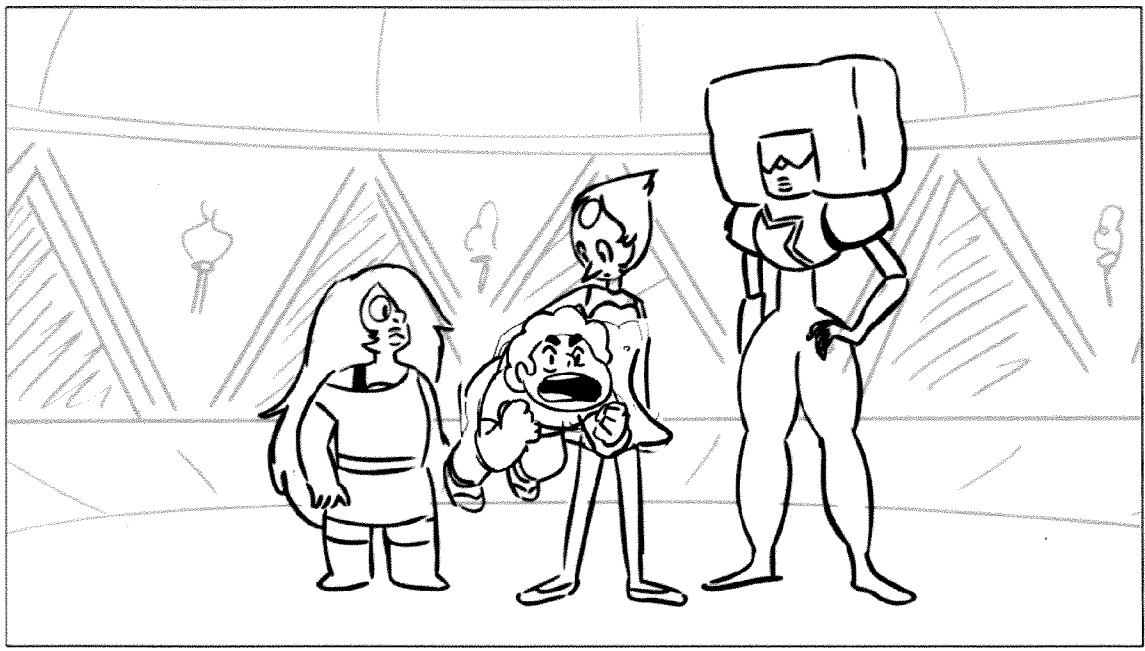
NOD

Slugging

2.00

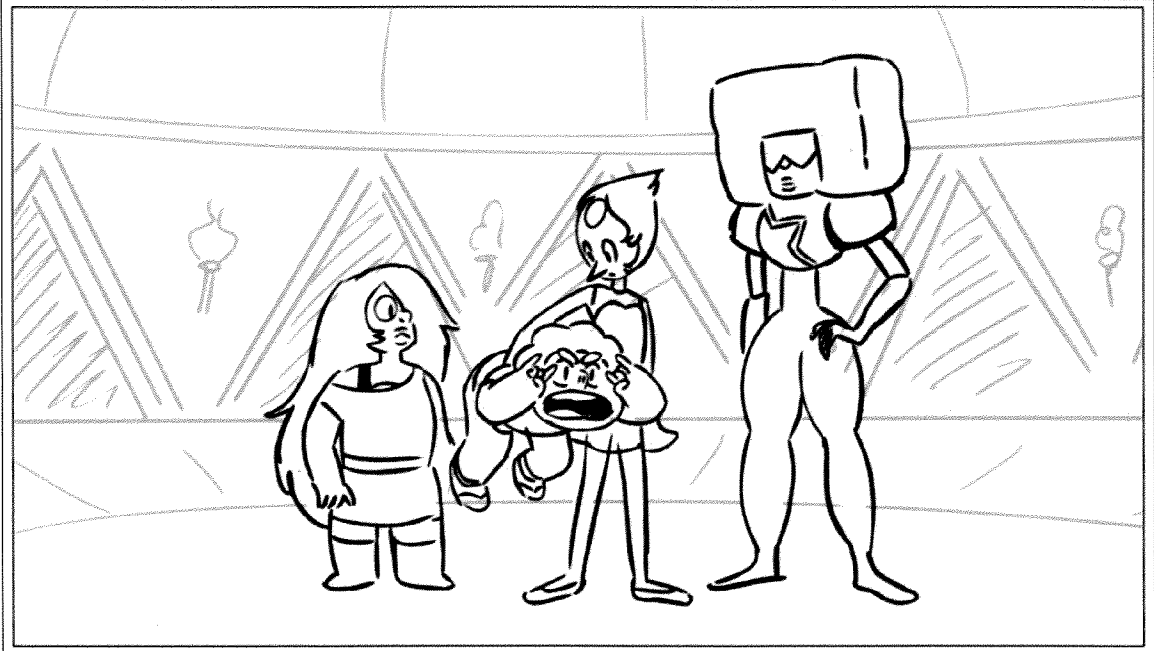
JUN 10 2013

Scene	Panel
57	1



Slugging
Panels 1 + 2 = 3.09

Scene	Panel
57	2



Dialog
STEVEN: SERIOUS STEVEN...

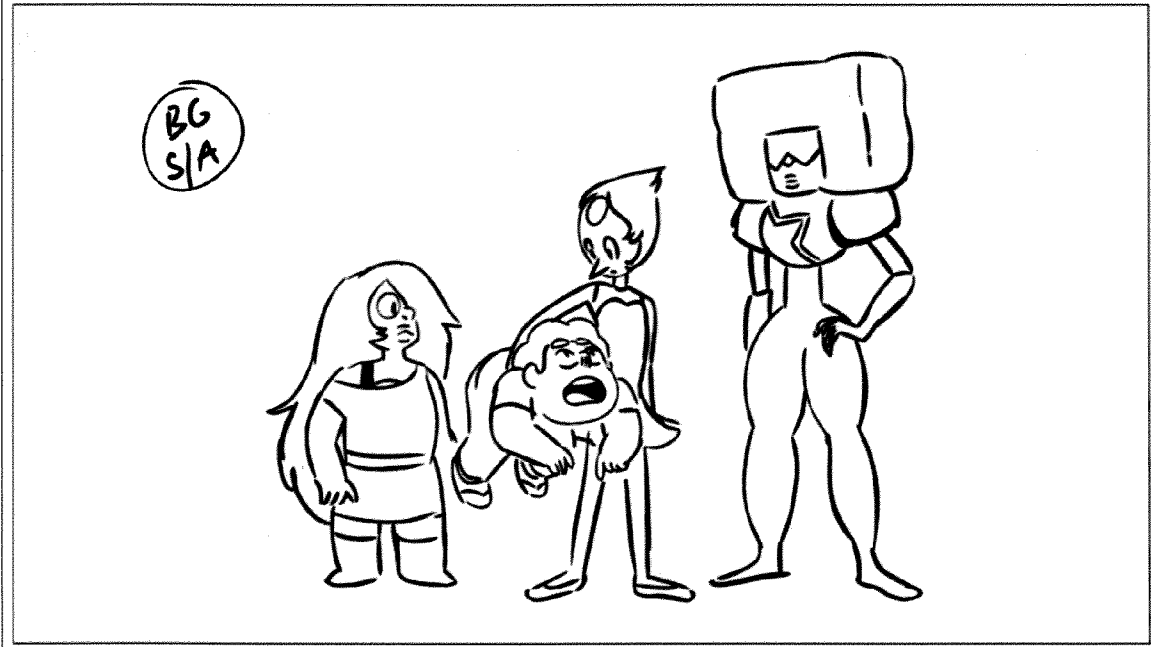
JUN 10 2011

1020-007

1020-007

1020-007

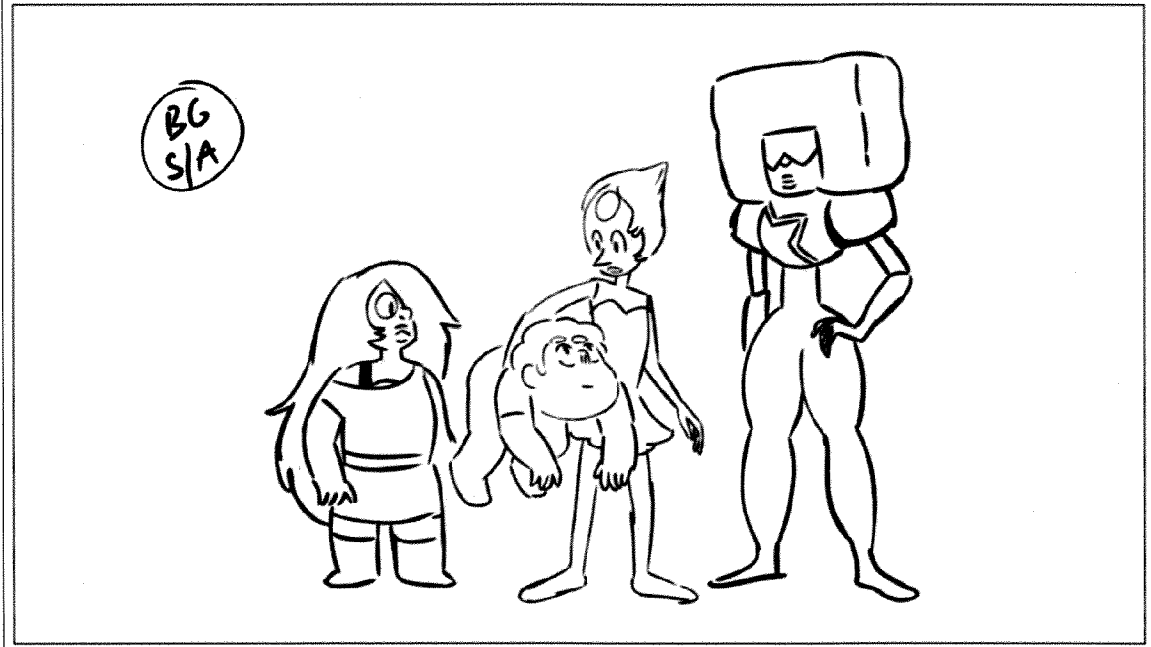
Scene 57 *CONT* Panel 3



Dialog
STEVEN: PEARL, CAN YOU PUT ME DOWN?

Slugging
2.09

Scene 57 *CONT* Panel 4

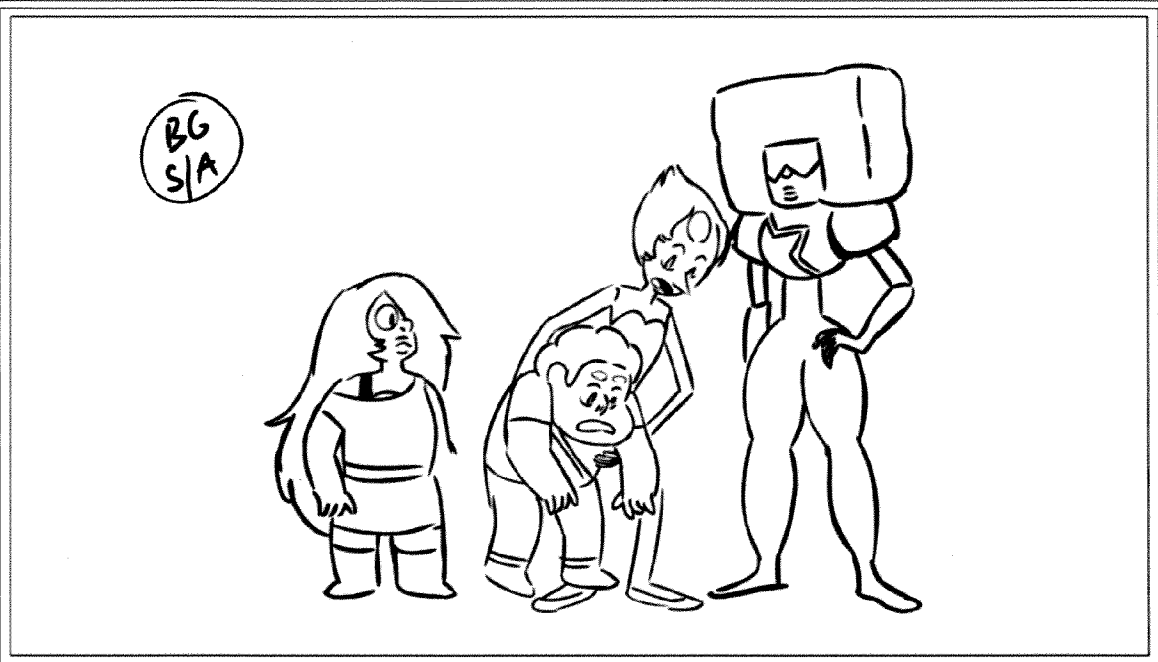


Dialog
PEARL: WHAT?

Slugging
0.14

JUN 10 2015

Scene	Panel
57	CONT
5	



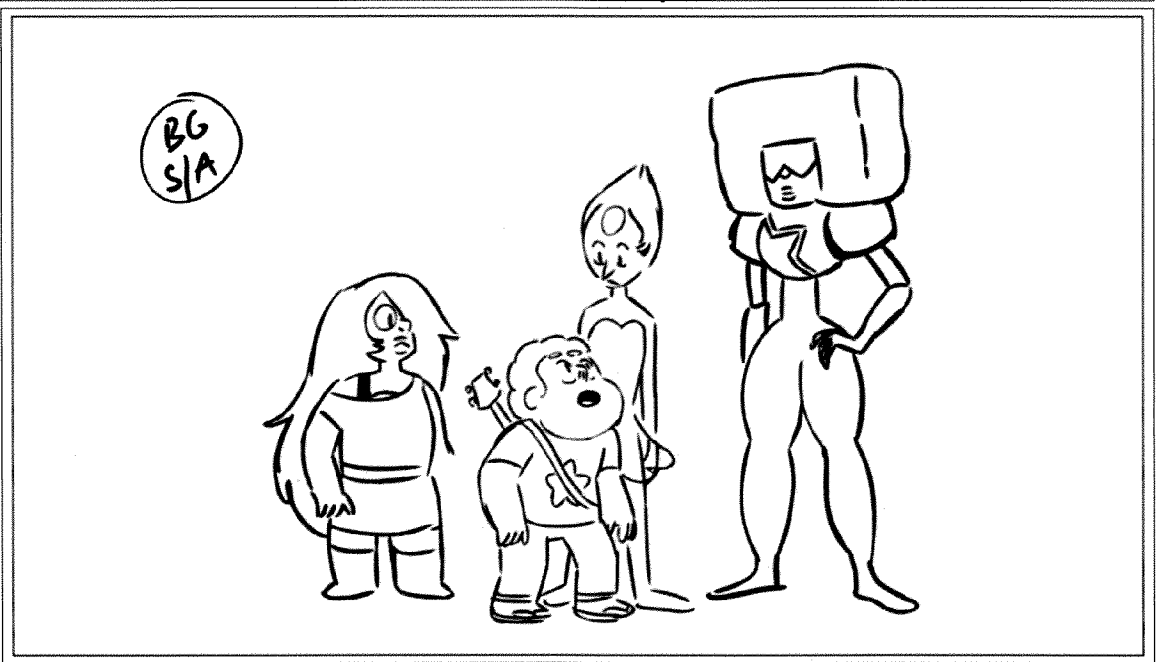
Dialog

PEARL: YES OF COURSE...

Slugging

1.02

Scene	Panel
57	CONT
6	



Dialog

STEVEN: I NEED TO BE STANDING OR ELSE IT DOESN'T WORK...

Slugging

2.14

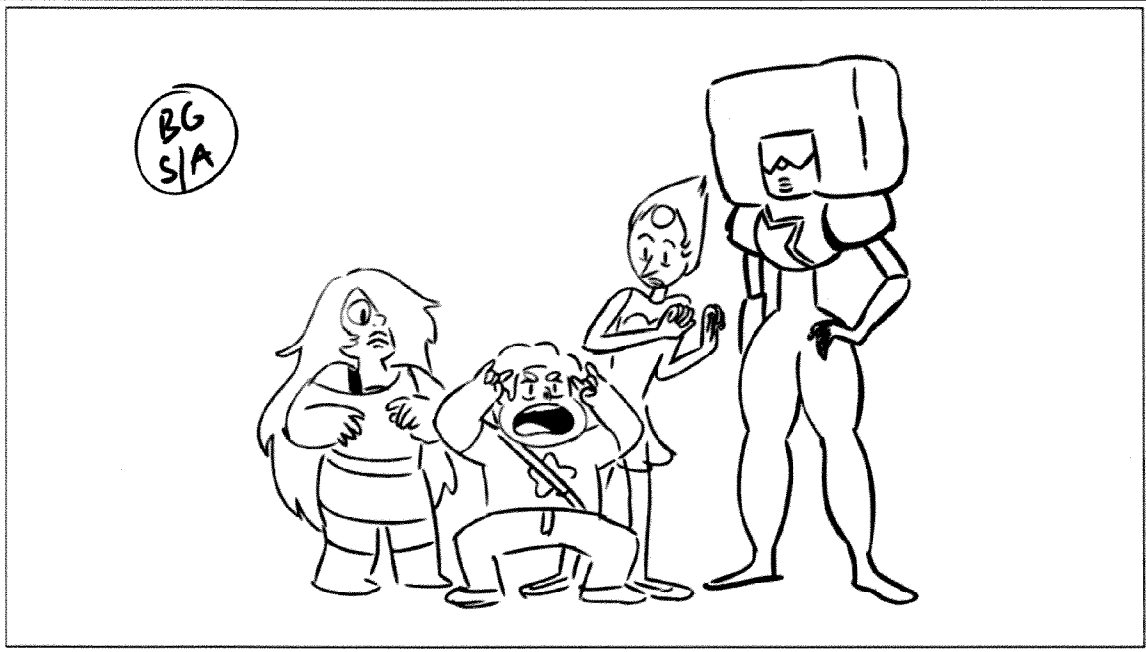
JUN 10 2013

1020.007

1020.007

1020.007

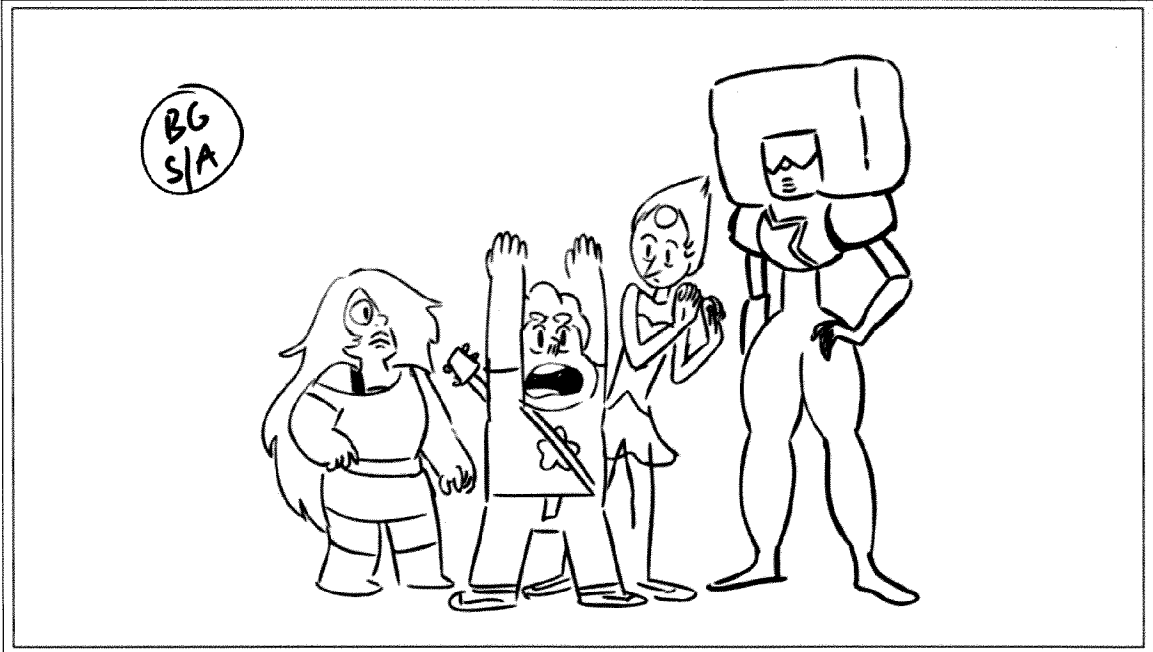
Scene Panel
57 **CONT** 7



Dialog
STEVEN: SERIOUS STEVEN

Slugging
2.12

Scene Panel
57 **CONT** 8



Dialog
STEVEN: ACTIVATE!

Slugging
2.04

JUN 10 2013

Scene	Panel
57	CONT
9	



Slugging
0.11

Scene	Panel
57	CONT
10	



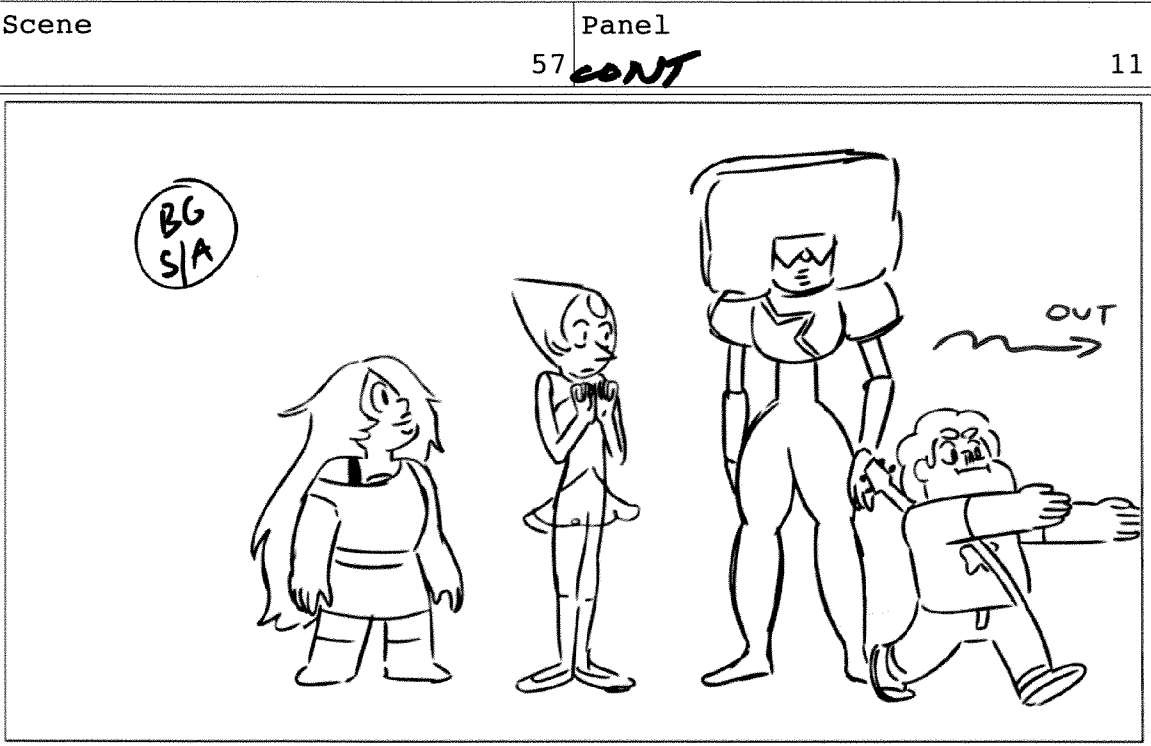
Slugging
0.09

JUN 1 0 2013

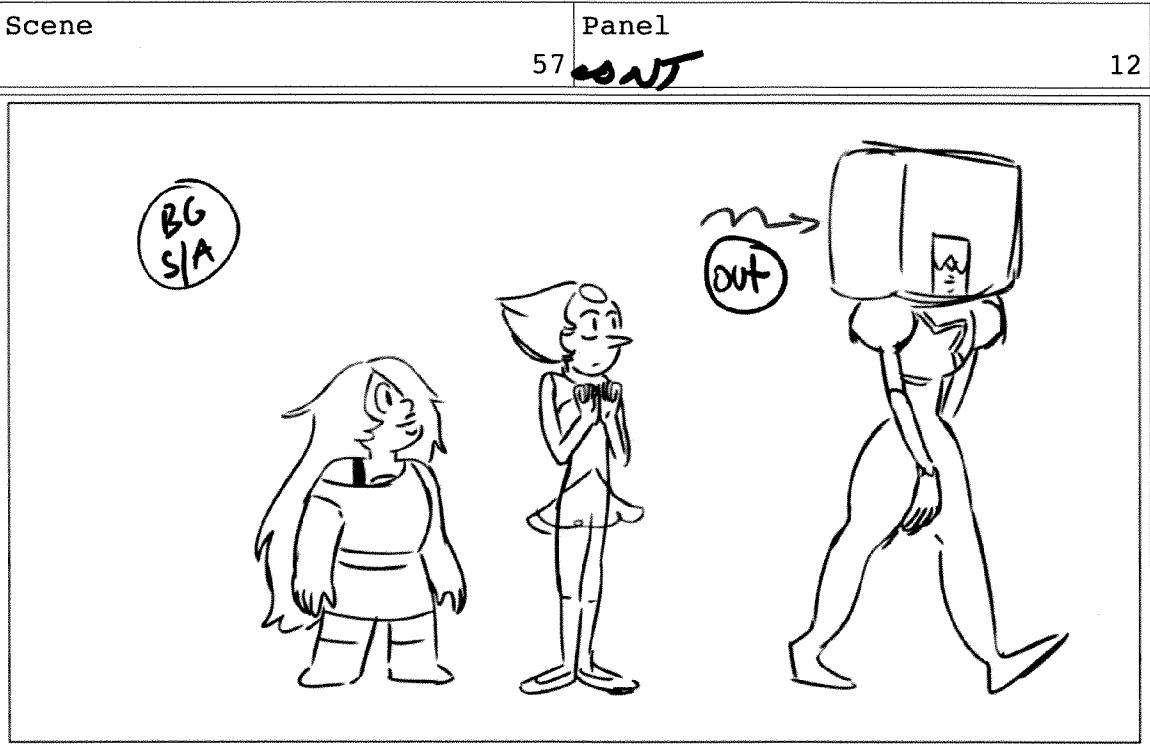
1020-007

1020-007

1020-007



Slugging
0.13



Dialog
PEARL: BUT...

Slugging
0.14

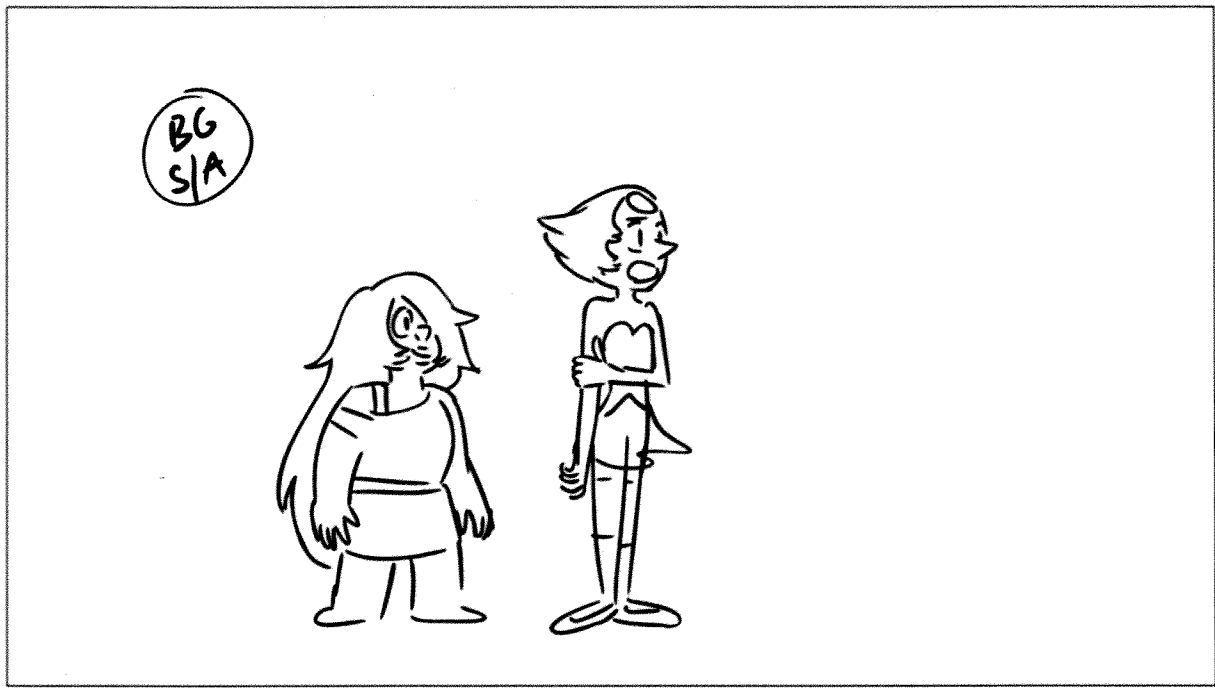
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
57	13



Dialog

PEARL: THIS COULD BE THE TEA CUPS...

Slugging

1.11

Scene	Panel
58	1



Dialog

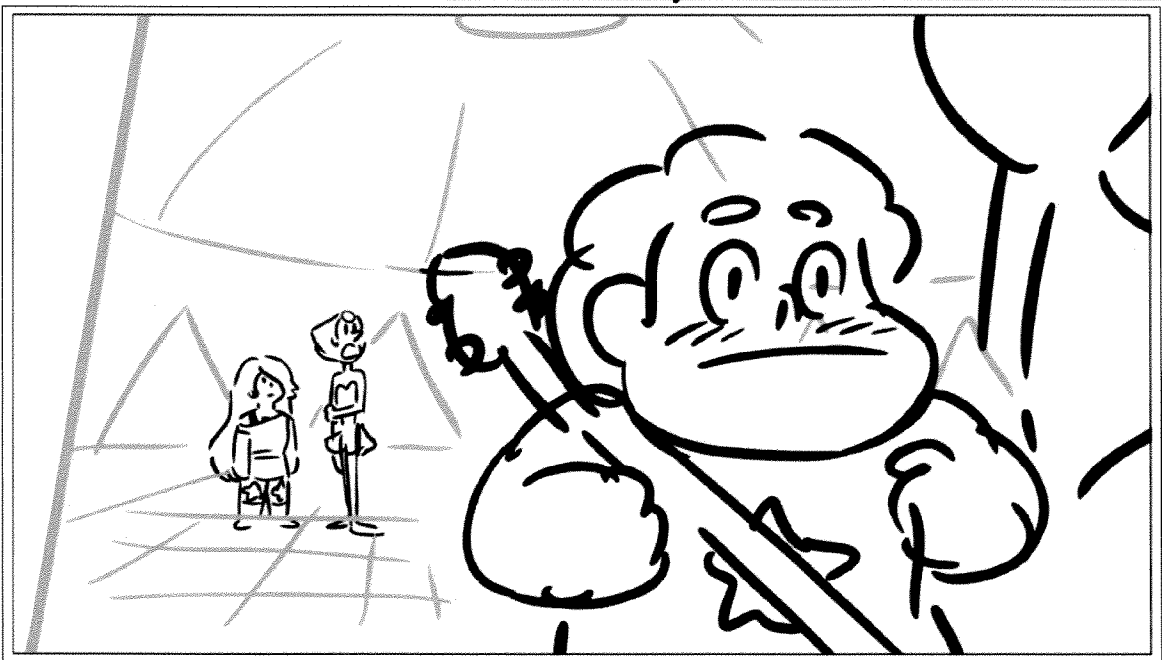
PEARL: ...ALL OVER AGAIN.

Slugging

1.04

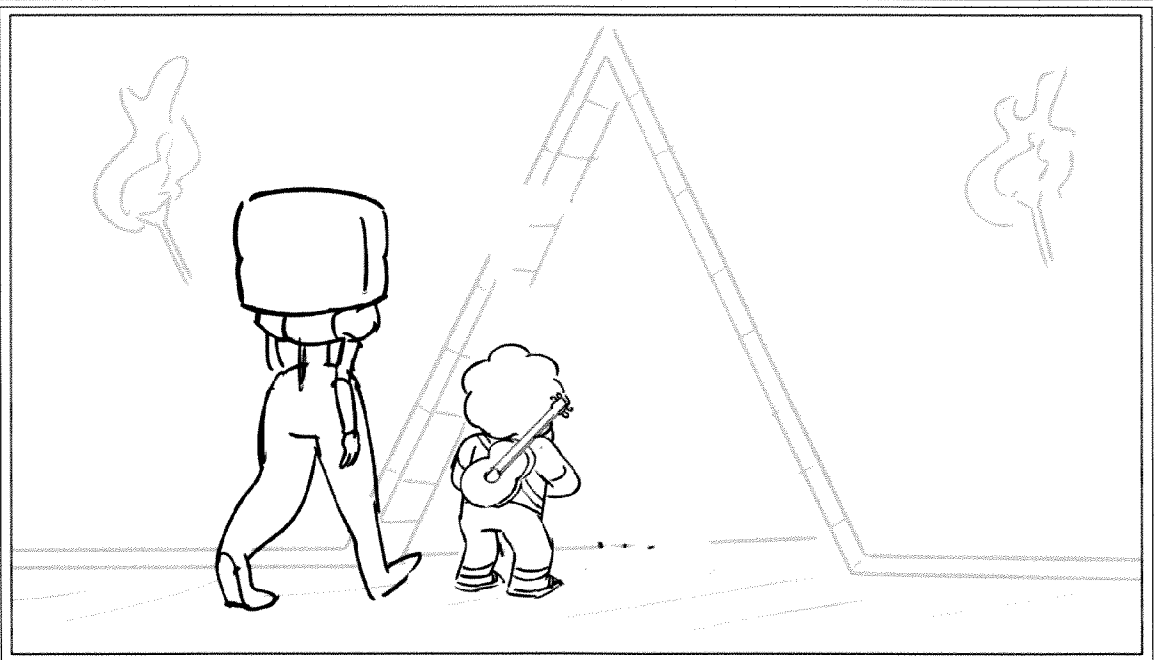
JUN 10 2013

Scene	Panel
58	<i>CONT</i> 2



Slugging
1.02

Scene	Panel
59	1



Slugging
Panels 1 to 3 = 1.03

Notes
H.U. Steven to previous scene.

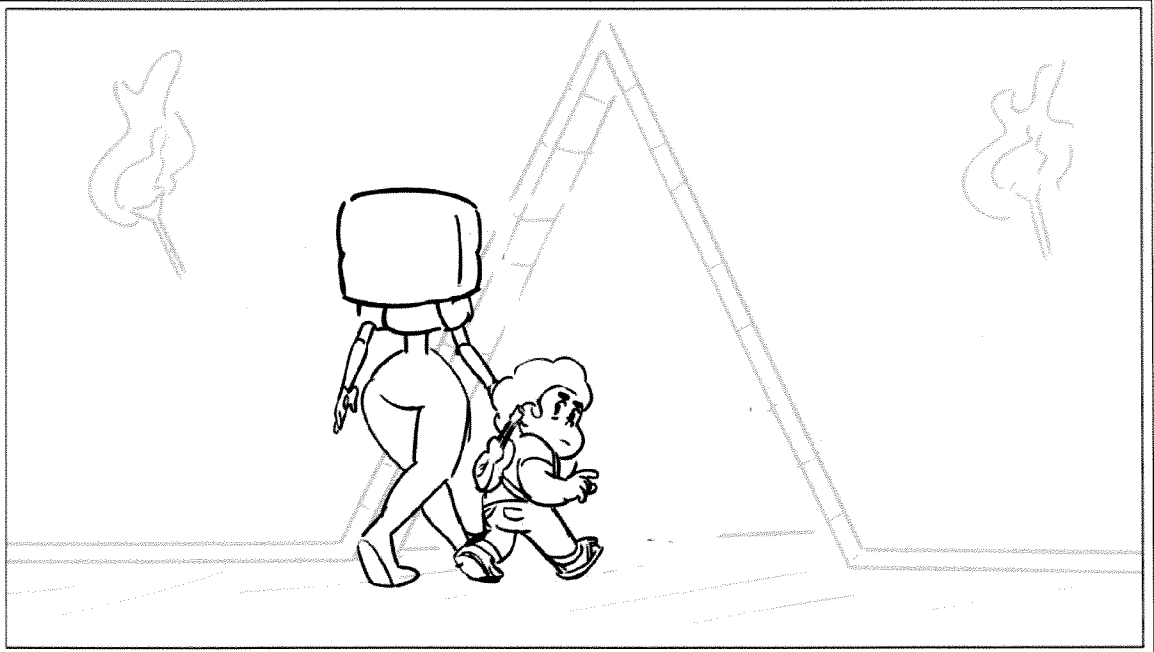
JUN 1 0 2013

1020.007

1020.007

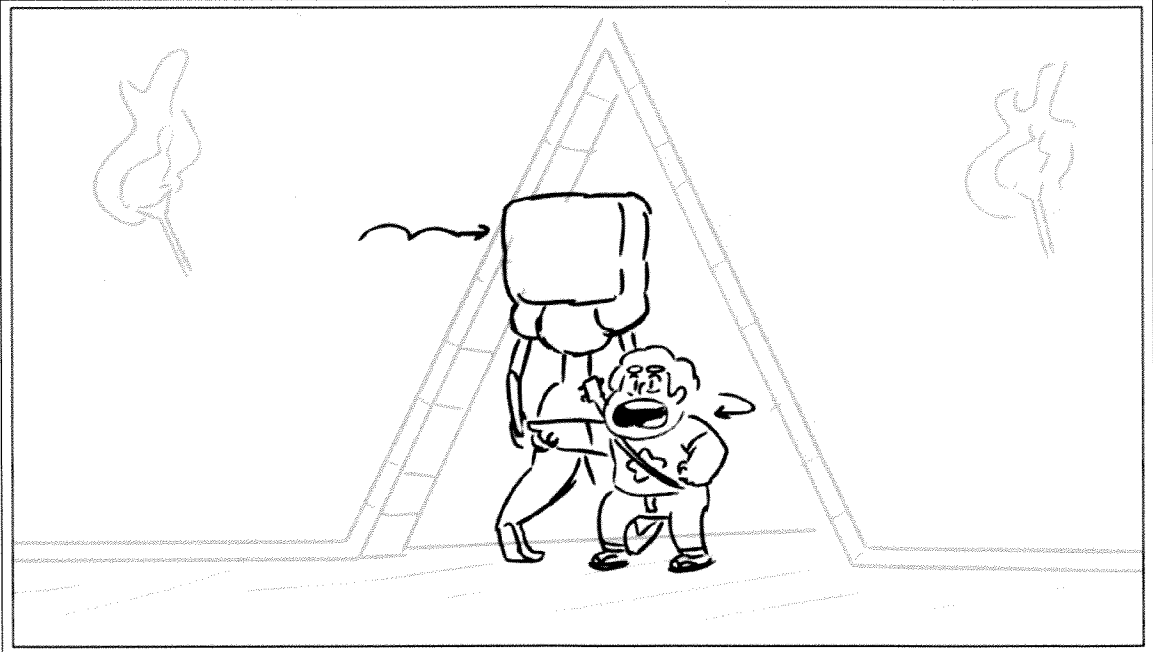
1020.007

Scene 59 Panel 2



Notes
H.U. Steven to previous scene.

Scene 59 Panel 3



Dialog
STEVEN: HEY

Action Notes
Steven turns around

JUN 10 2010

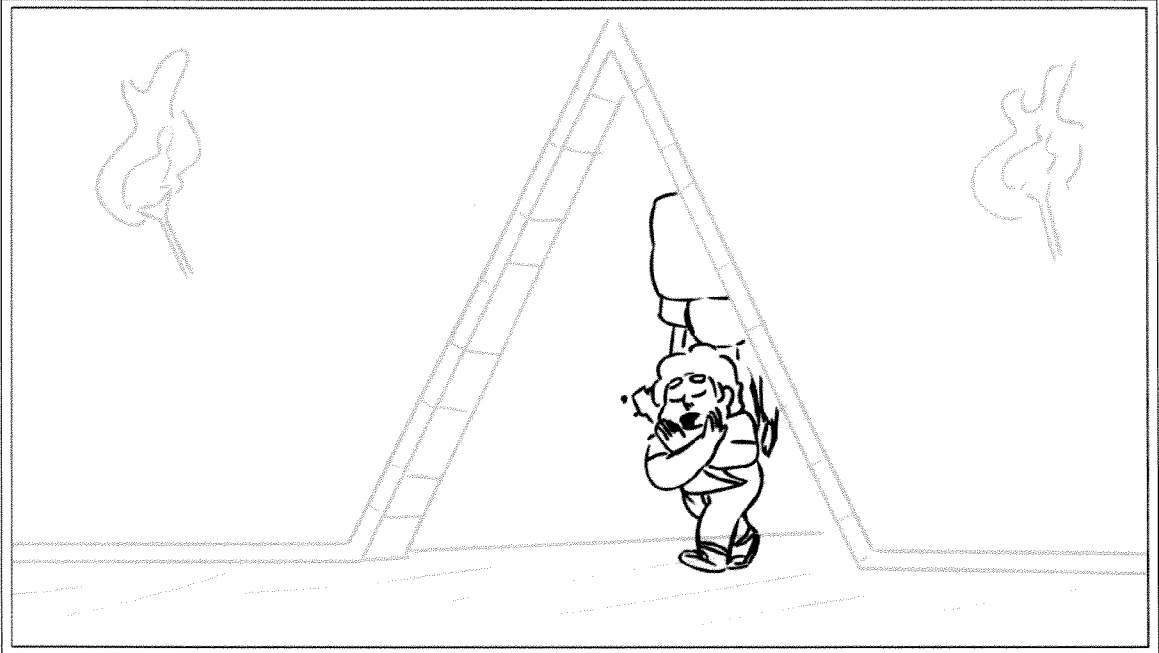
1020.007

1020.007

1020.007

Scene	Panel
59	4

CONT



Dialog

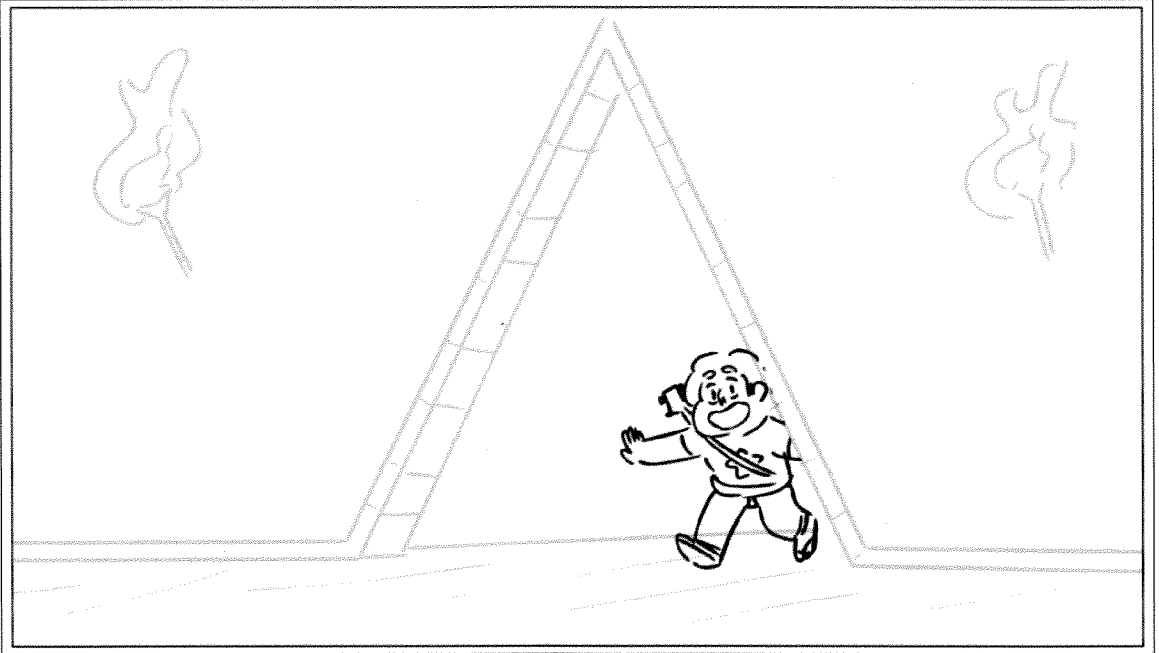
STEVEN: I'VE PUT IT...

Slugging

1.05

Scene	Panel
59	5

CONT



Dialog

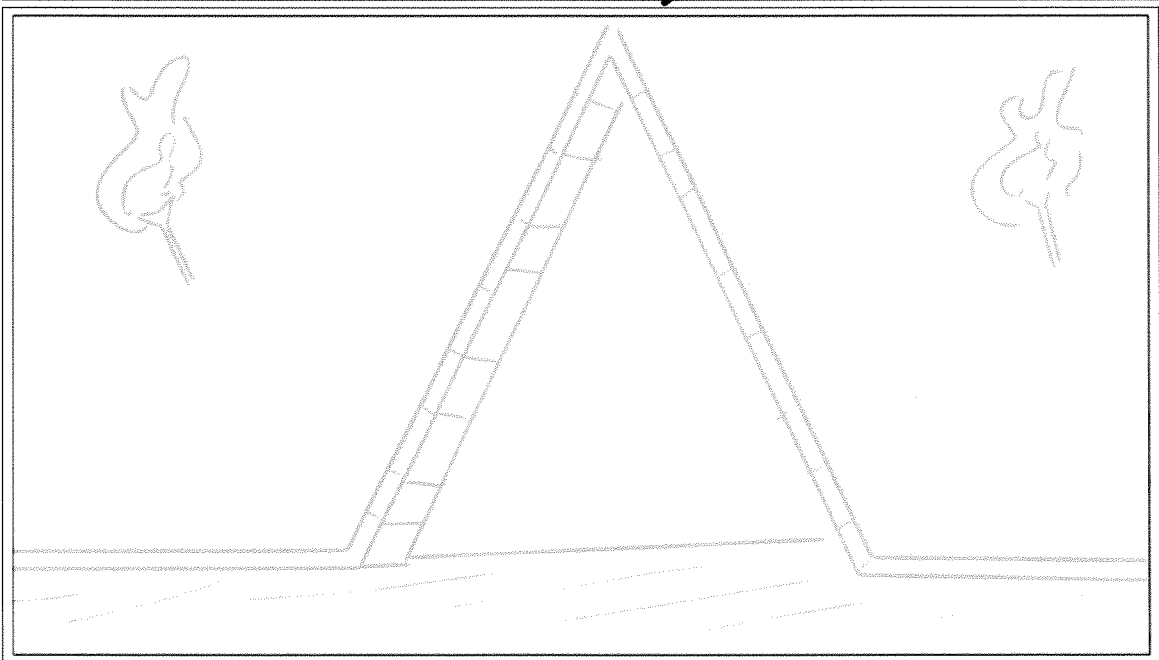
STEVEN: ...BEHIND ME

Slugging

0.14

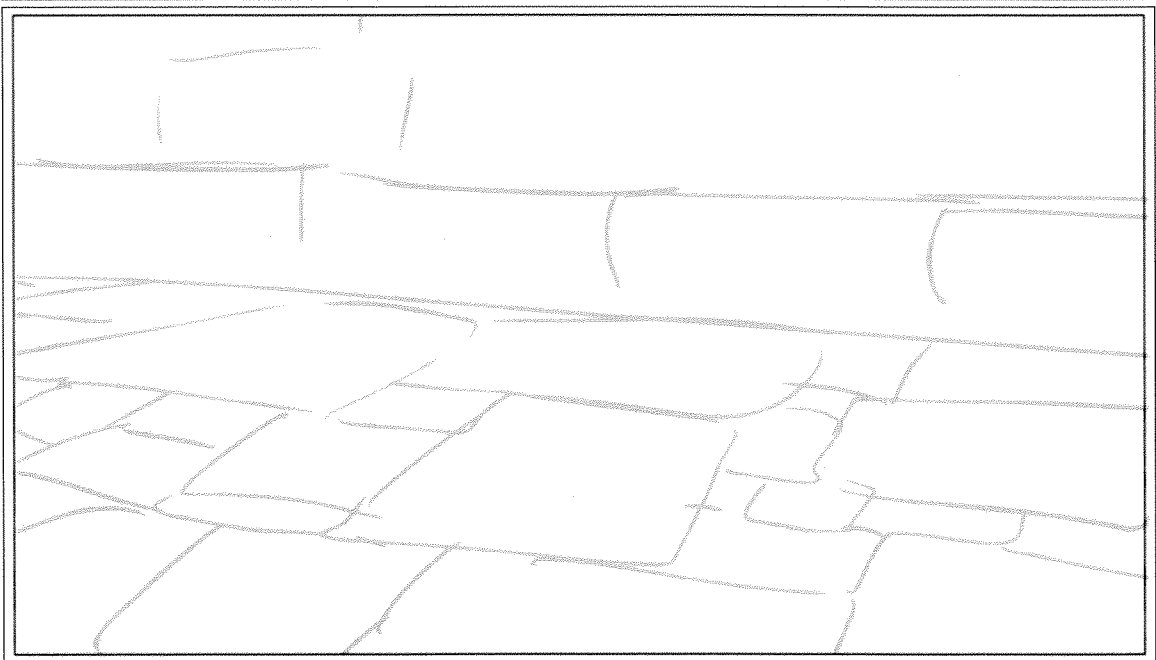
JUN 10 2013

Scene	Panel
59	6



Slugging
1.08

Scene	Panel
60	1



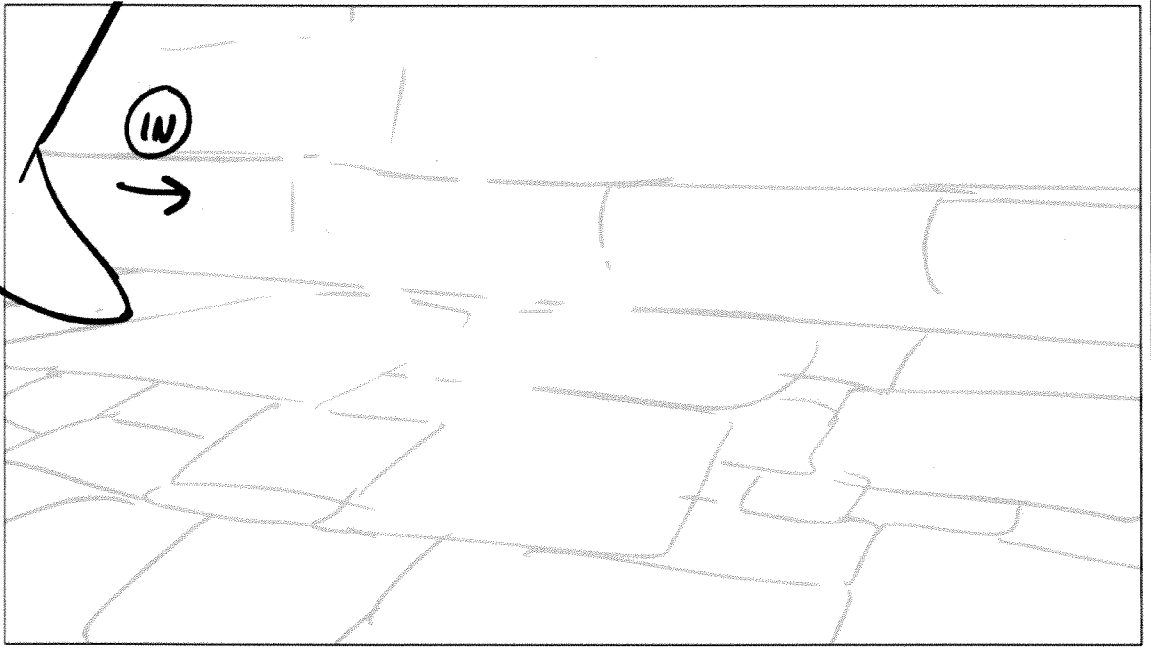
Slugging
0.09

JUN 10 2013

1020.007

1020.007

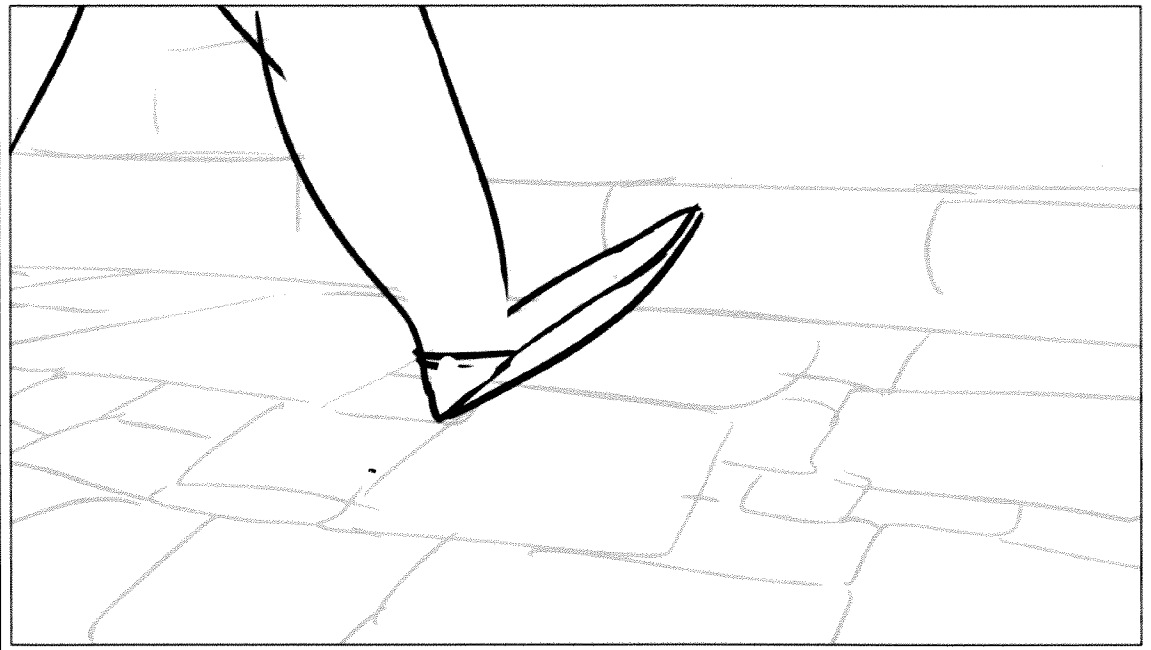
Scene 60 Panel 2
CONT



Action Notes
Garnet foot in

Slugging
Panels 2 + 3 = 0.08

Scene 60 Panel 3
CONT

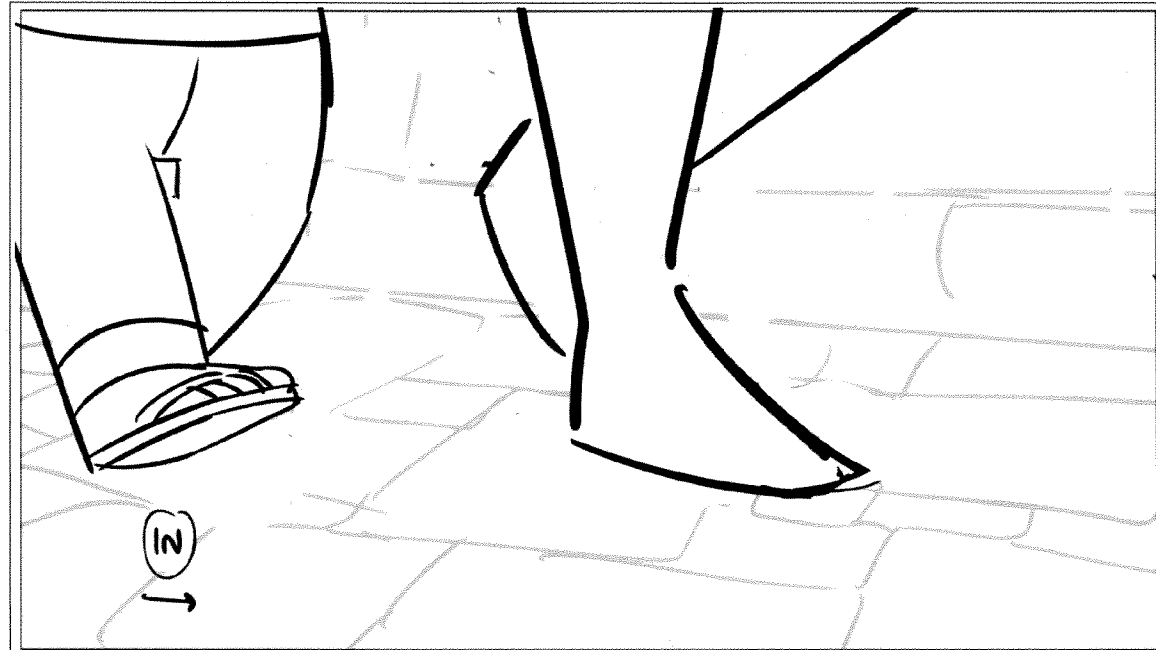


JUN 10 2013

1020-007

1020-007

Scene	Panel
60	cont
	4



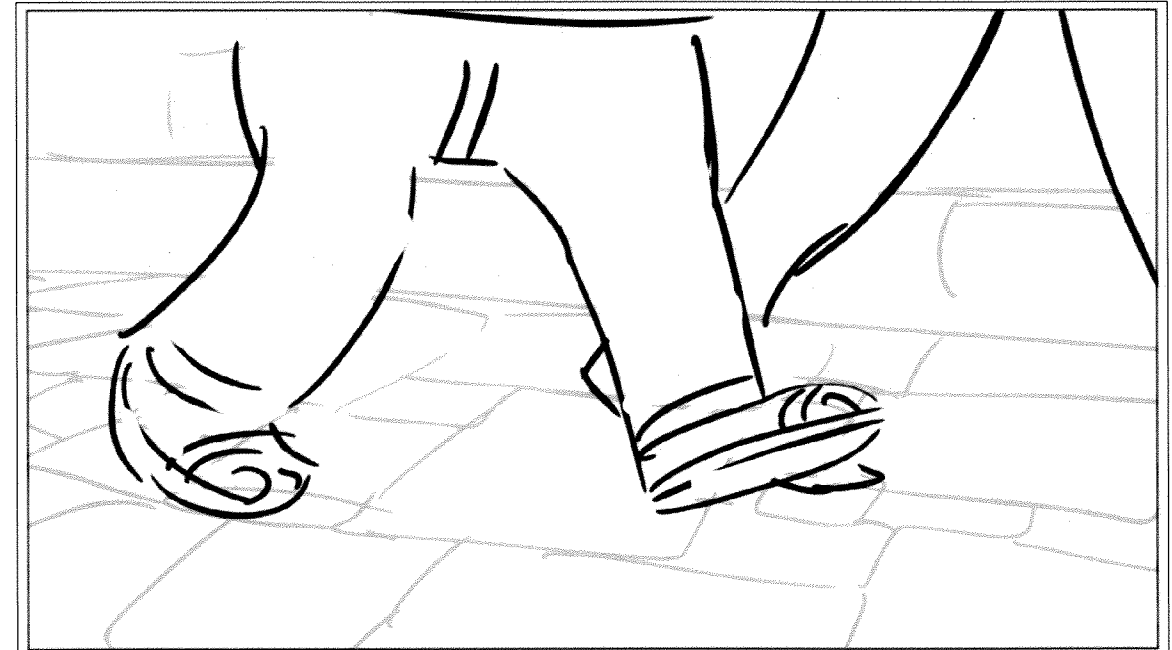
Dialog

STEVEN: (*SINGING) OOOOOOOOOOOHHHH

Slugging

Panels 4 + 5 = 1.07

Scene	Panel
60	cont
	5



Dialog

STEVEN: (*SINGING) OOOOOOOOOOOHHHH

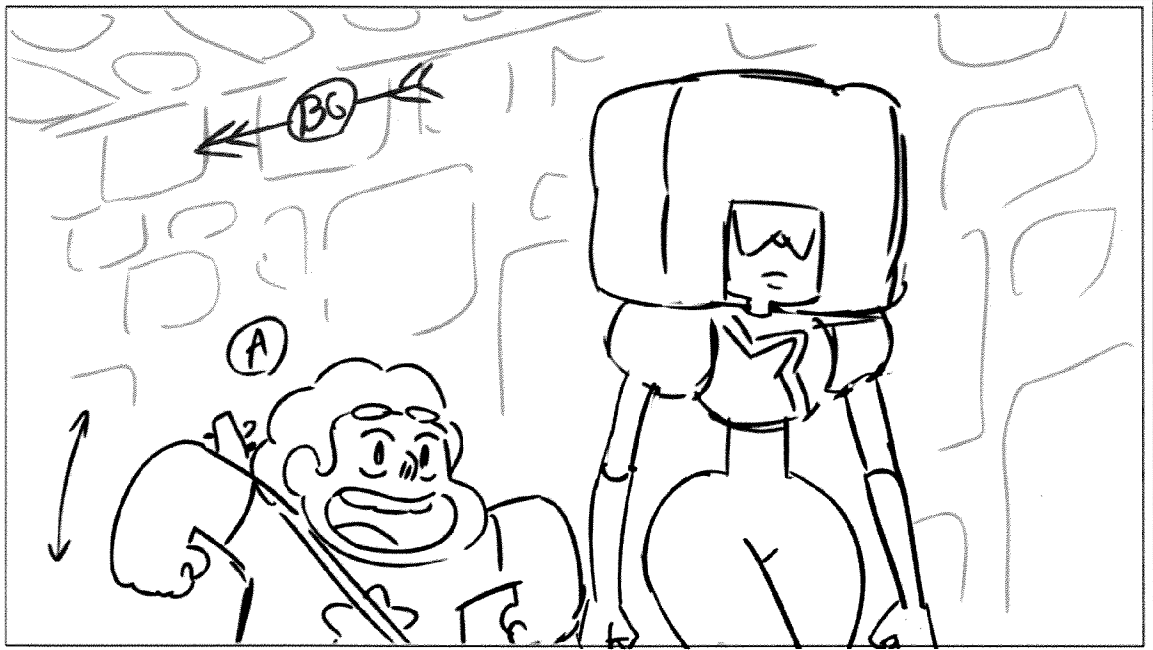
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
61	1



Dialog
STEVEN: (*SINGING) WE'RE ON A MAGIC

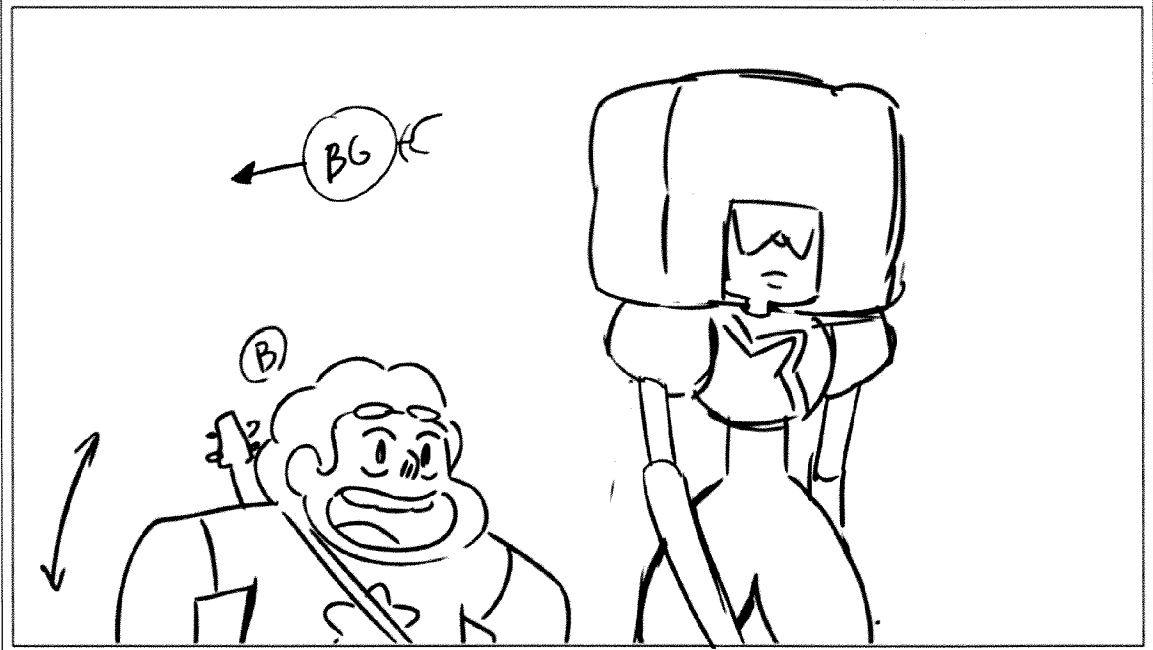
Action Notes
Background moves screen right to left.

Repeat panel 1 + 2 x 2

Slugging
Panels 1 + 2 x 2 = 1.05

Total frames: 3.04

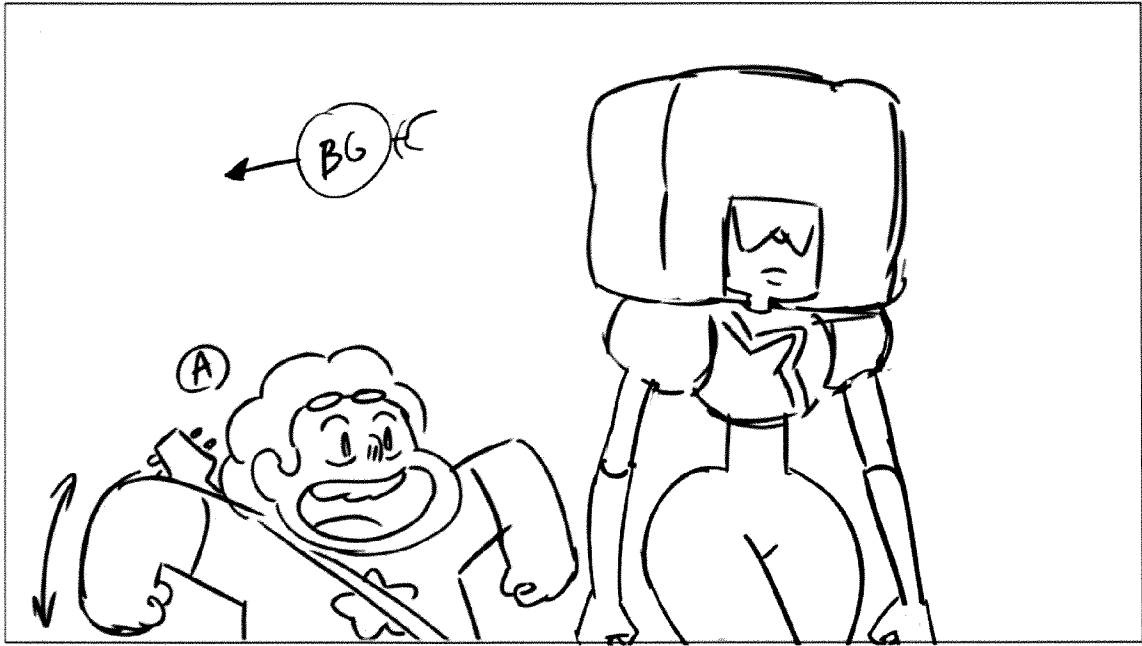
Scene	Panel
61	2



Action Notes
Background moves screen right to left.

JUN 1 0 2013

Scene	Panel
61	CONT
3	



Dialog

STEVEN: FOR SOME MAGIC TREASURE JUNK!

Action Notes

Background moves screen right to left.

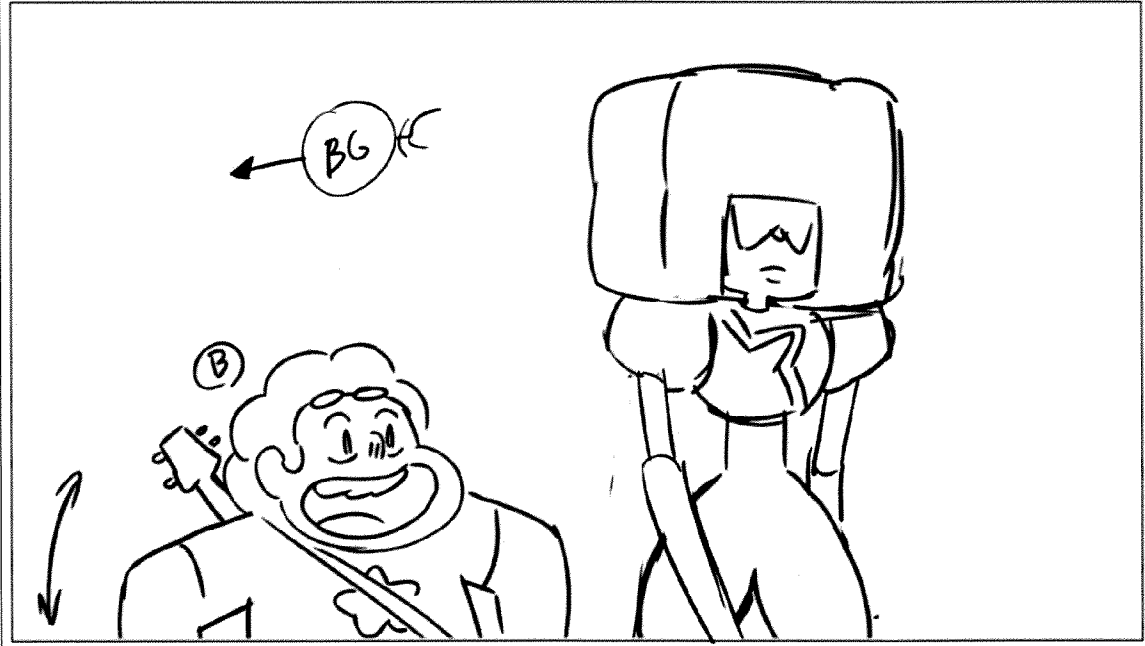
Repeat Panels 3 + 4 x 2

Slugging

Panels 3 + 4 x 2 = 1.04

Total frames: 2.08

Scene	Panel
61	CONT
4	



Action Notes

Background moves screen right to left.

Slugging

0.11

JUN 10 2015

1020-007

Scene	Panel
62	1

Dialog

STEVEN: SOMETHING SOMETHING...

Slugging

1.15

Scene	Panel
62	2

Dialog

STEVEN: MAGIC SOMETHING! (*END SINGING)

Slugging

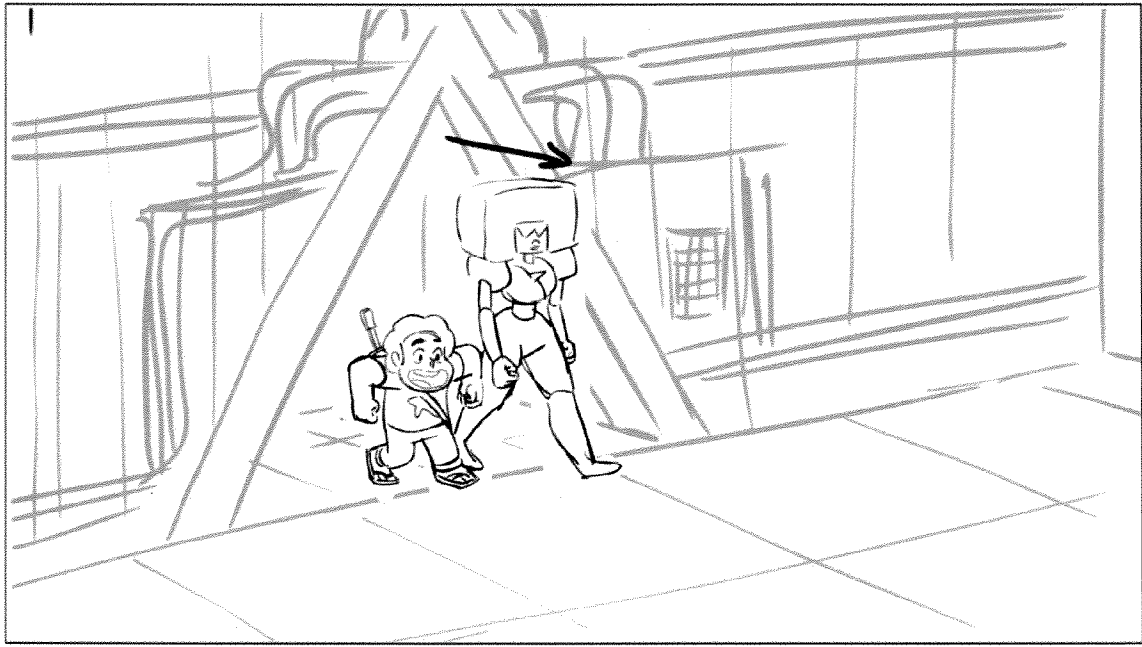
Panels 2 + 3 = 3.06

JUN 10 2013

1020-007

1020-007

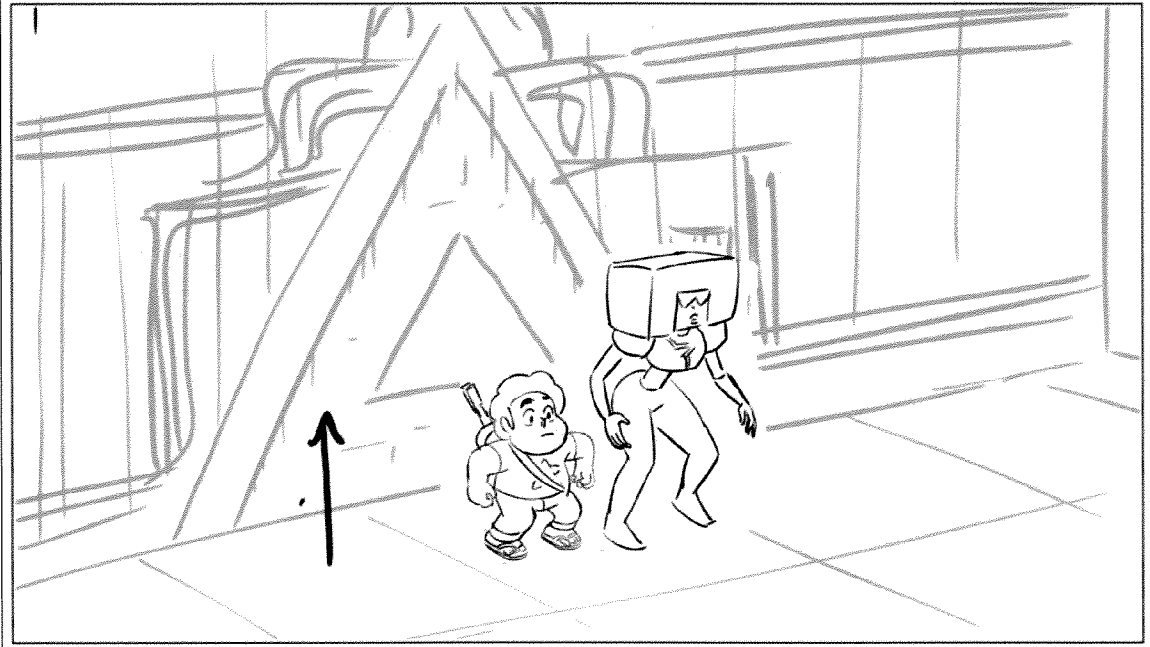
Scene	Panel
62	<i>CONT</i>
3	



Dialog

STEVEN: MAGIC SOMETHING! (*END SINGING)

Scene	Panel
62	<i>CONT</i>
4	



Dialog

STEVEN: (*REACTION TO DOOR SLAMMING)

Slugging

0.11

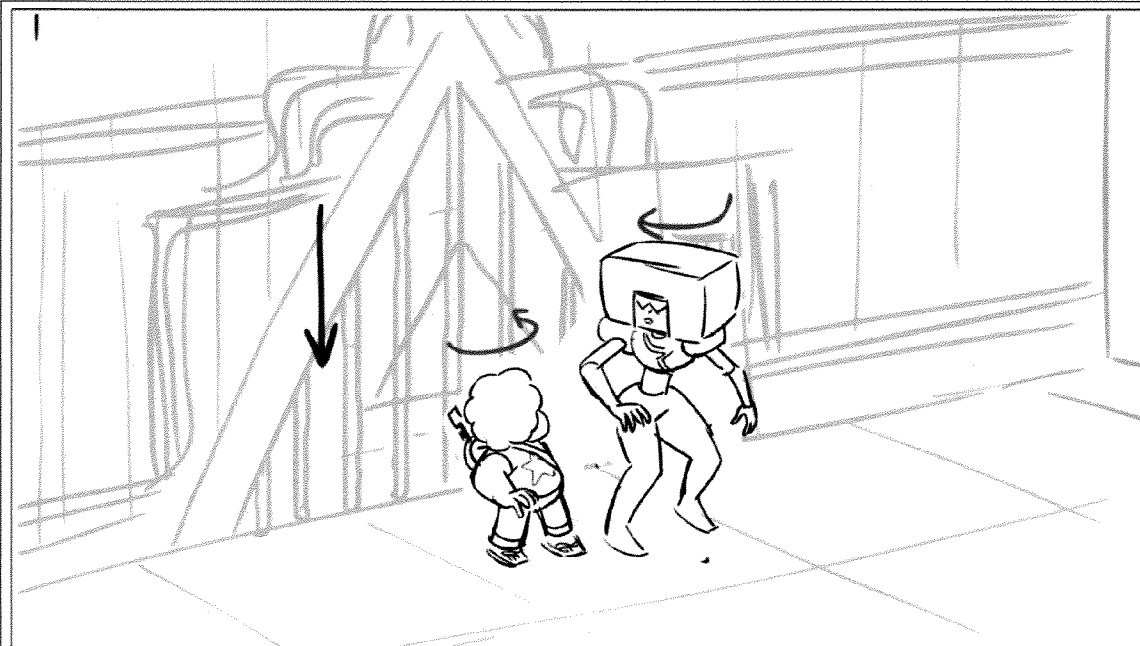
JUN 10 2013

1020-007

1020-007

Scene	Panel
62	CONT

5

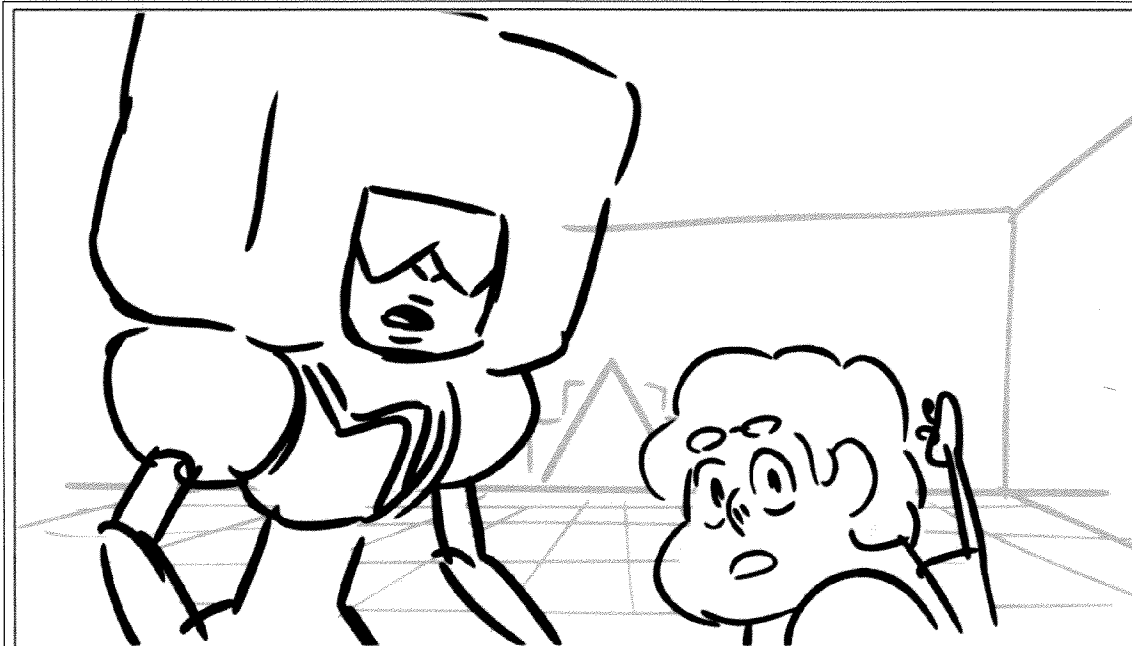


Dialog
STEVEN: HWHHA!

Slugging
1.04

Scene	Panel
63	1

1



Slugging
1.03

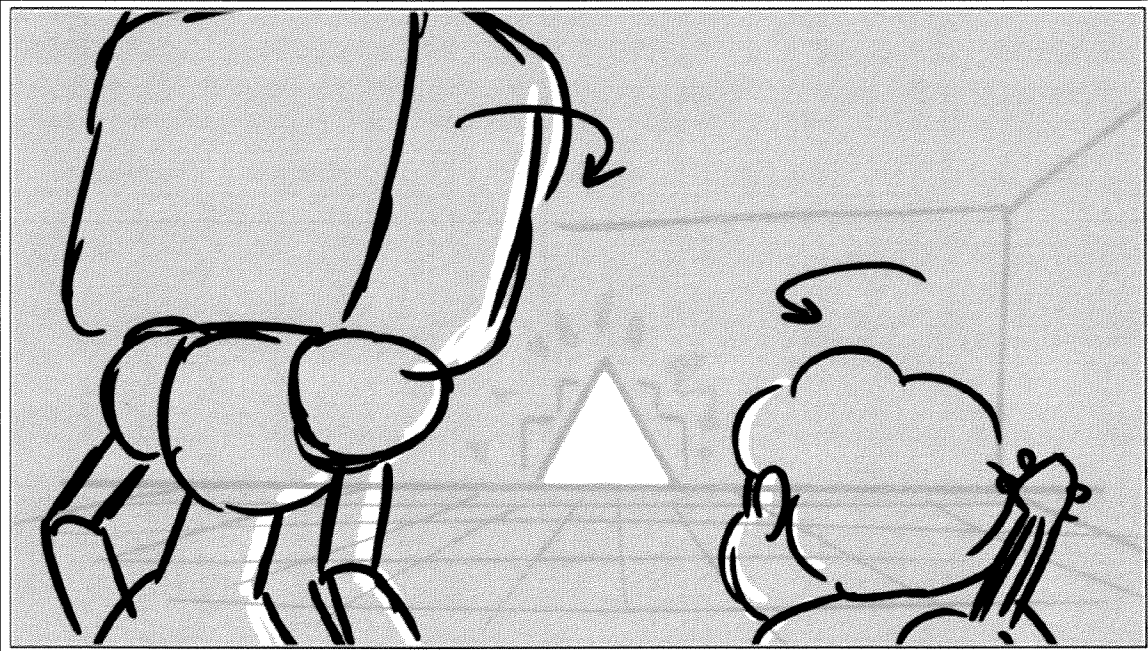
JUN 10 2013

1020.007

100.0201

1020.007

Scene	Panel
63	<i>cont</i> 2



Dialog
DING

Slugging
1.08

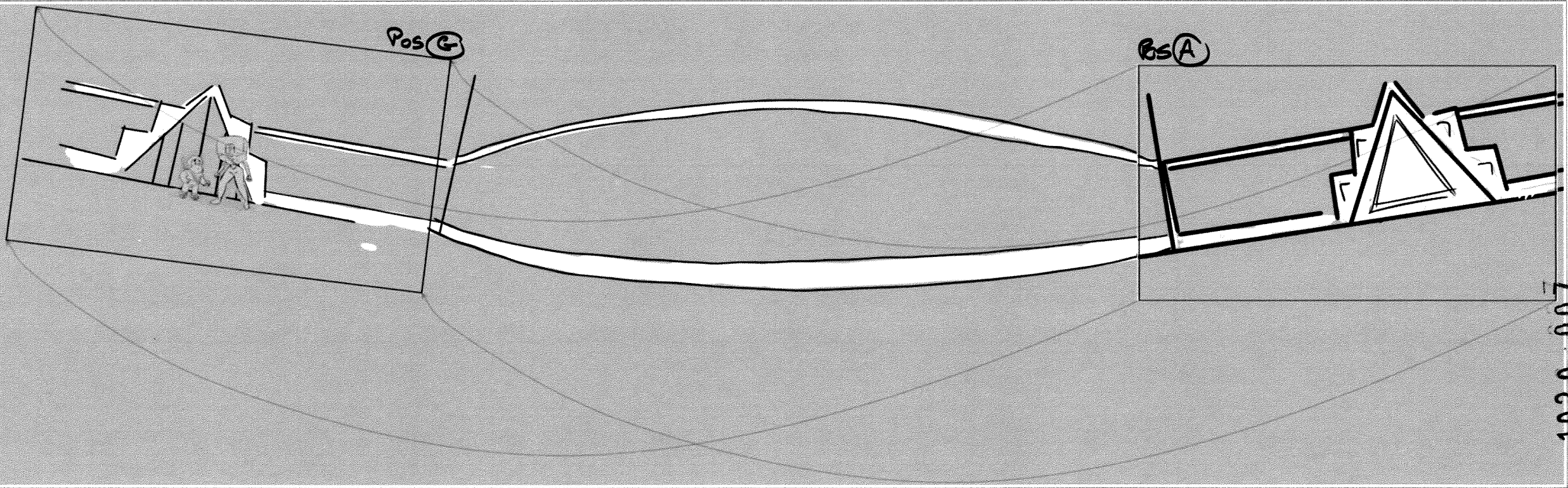
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
64	1



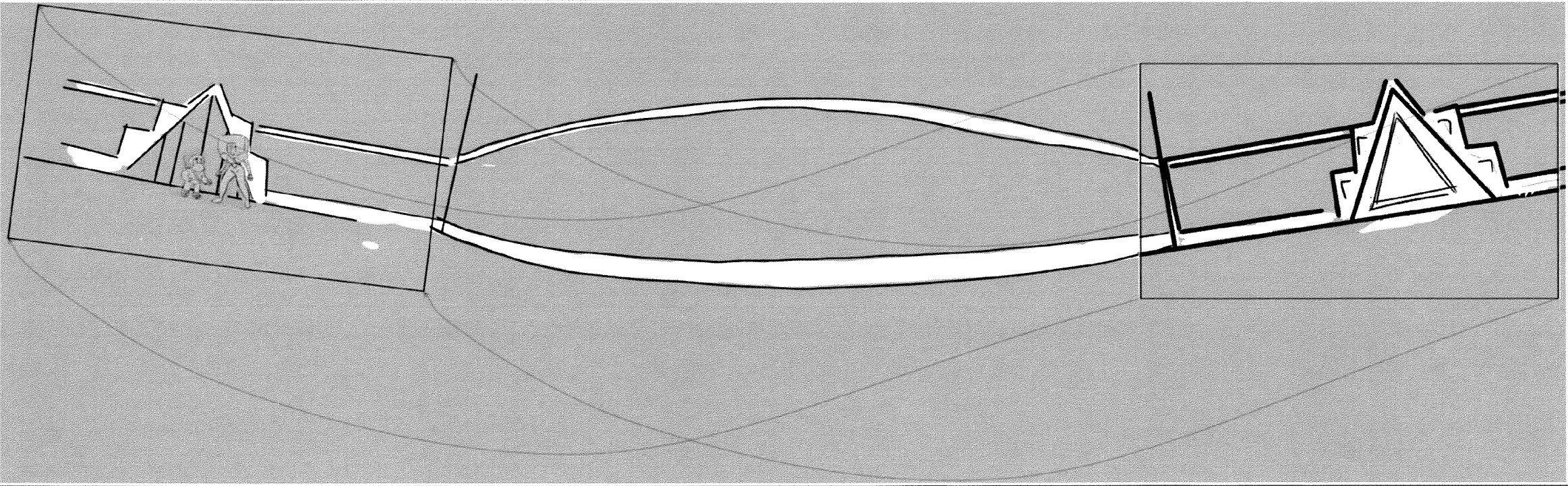
Slugging
Panels 1 to 10 ADJ: 7.00

HOLD: 1.03

JUN 10 2013

1020-007

Scene	Panel	
	64	<i>cont</i>
		2



Slugging
HOLD: 0.12

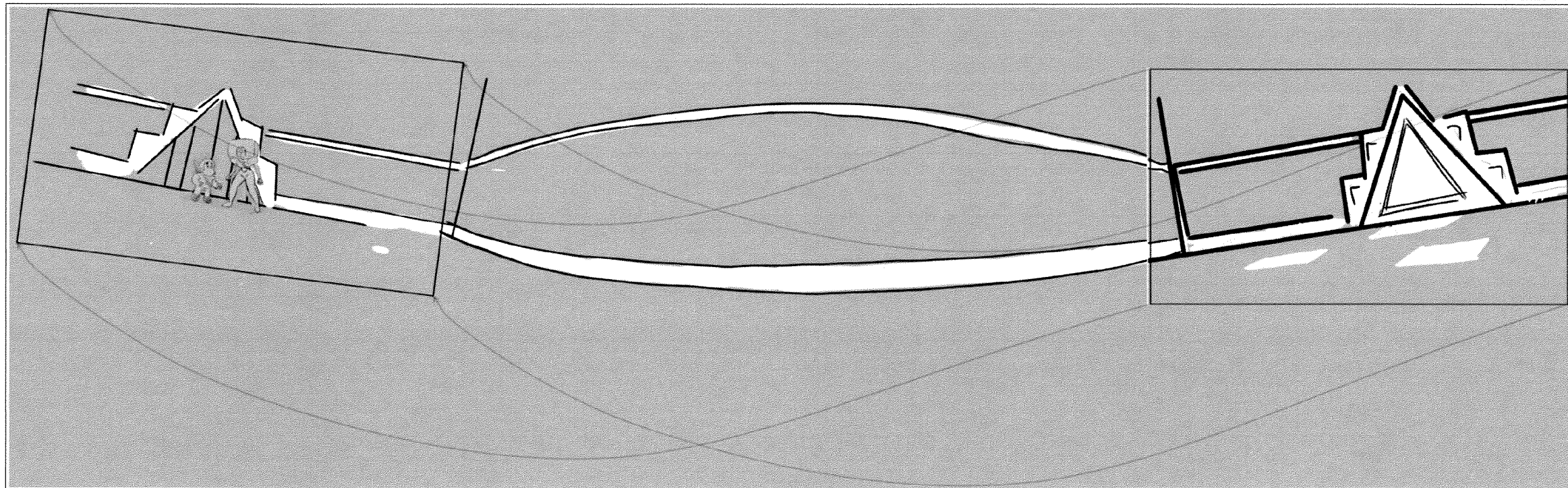
JUN 10 2012

1020-007

1020-007

1020-007

Scene	Panel
64	<i>cont</i>
	3



Slugging
HOLD: 0.11

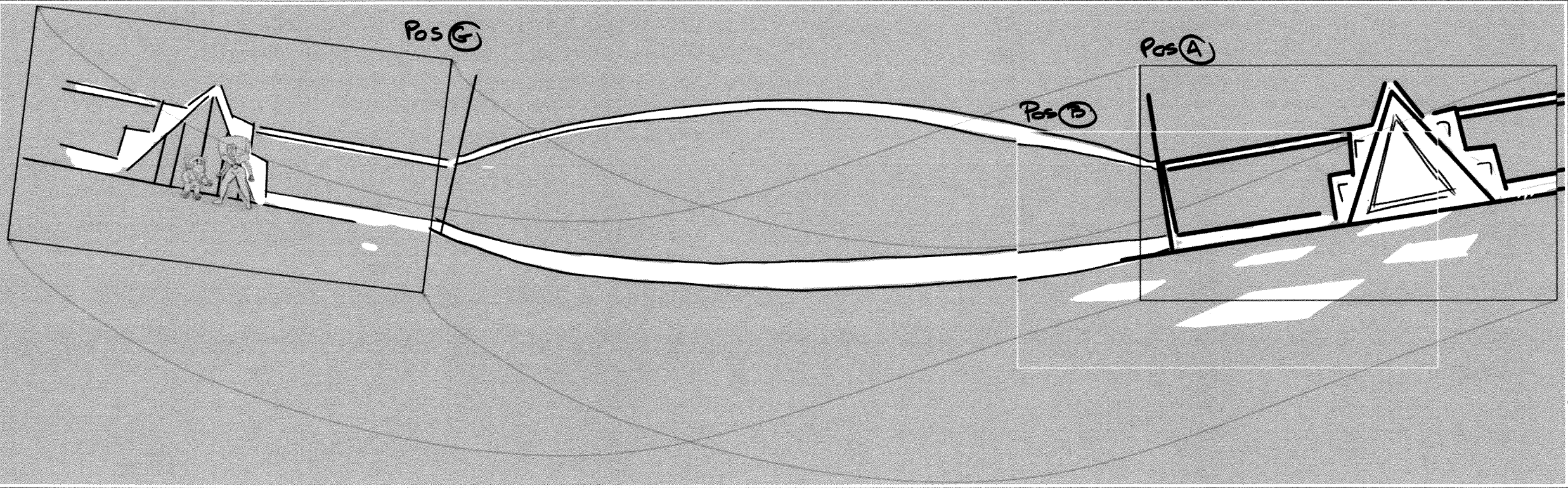
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel	
64	cont	4



Slugging
ADJ: 0.10

JUN 10 2013

1020-007

1020-007

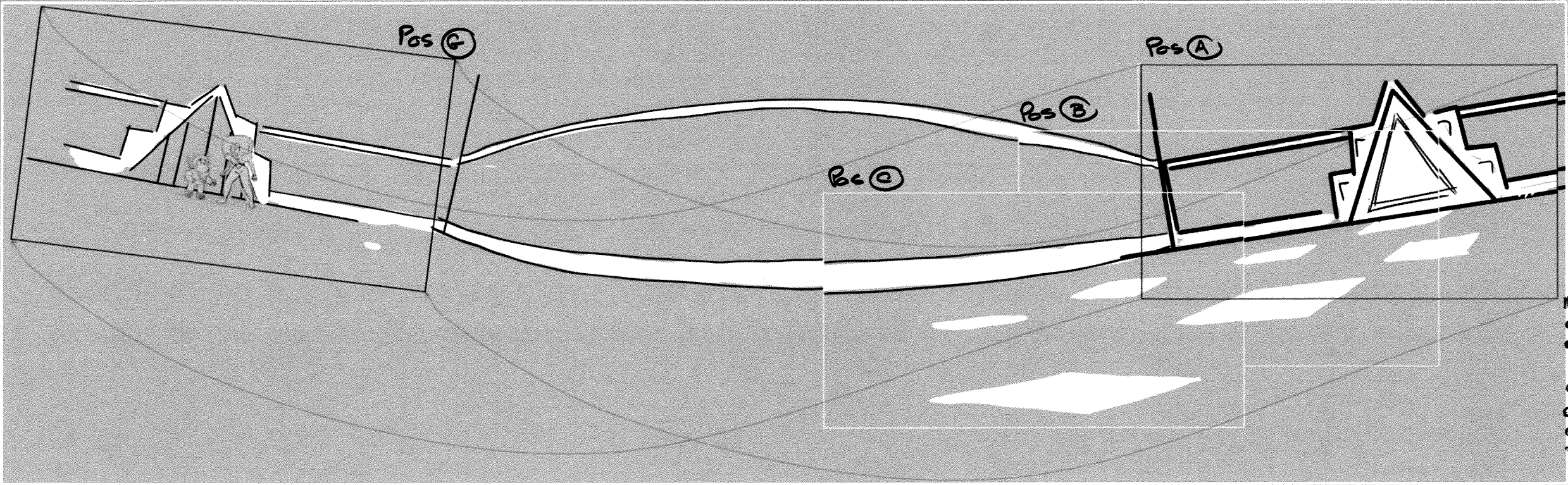
1020-007

Scene

Panel

64 *CONT*

5



Slugging
ADJ: 0.08

JUN 10 2013

1020-007

1020-007

1020-007

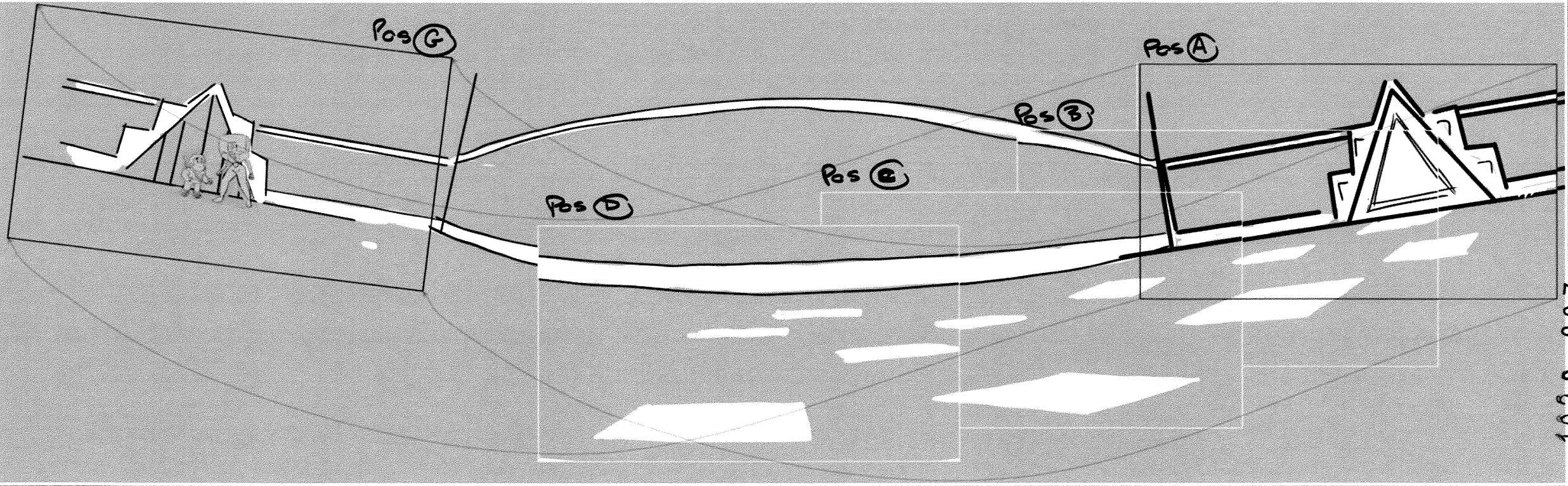
Scene

64

Panel

6

CONT

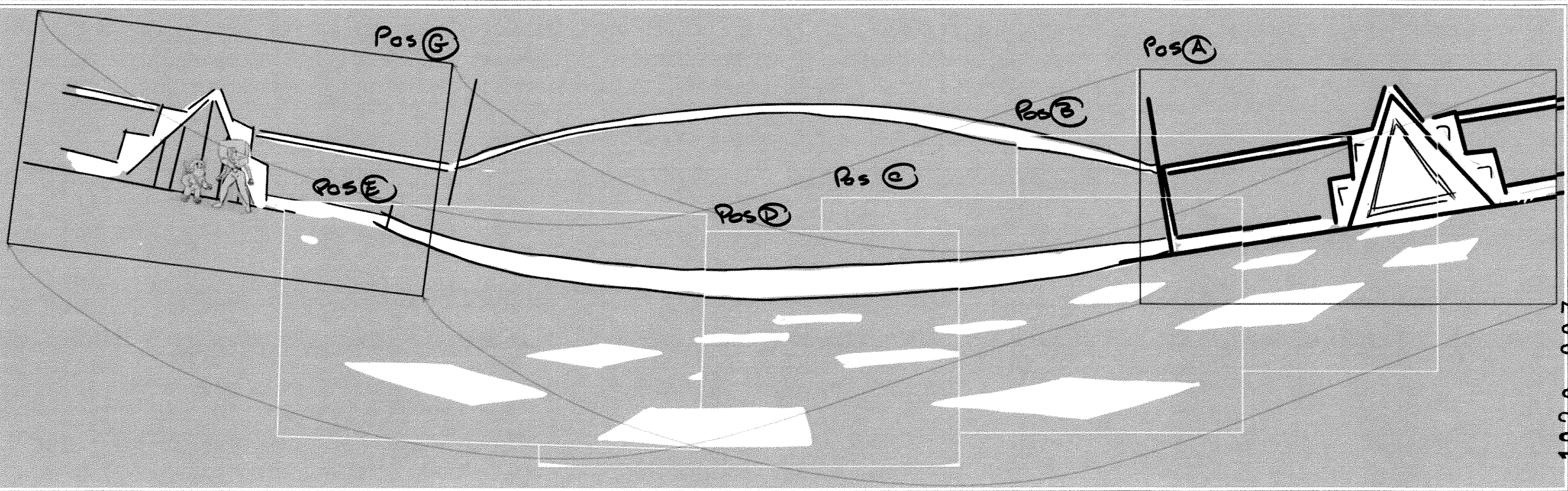


Slugging
ADJ: 0.07

JUN 10 2013

1020-007

Scene	Panel	
	64	7

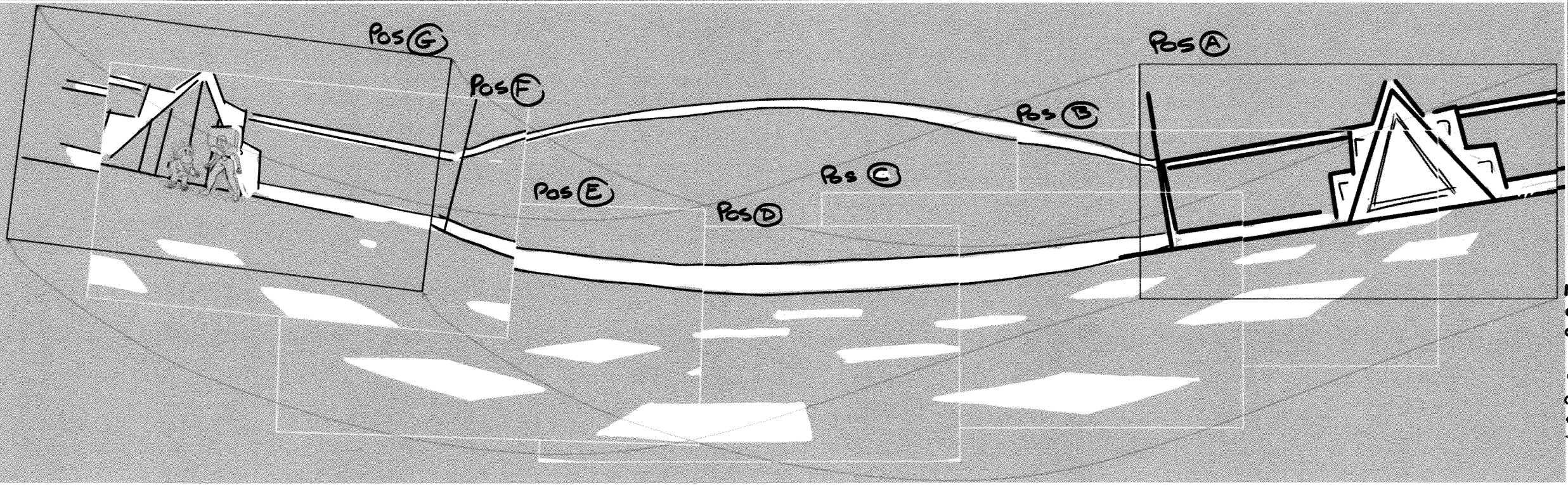


Slugging
ADJ: 0.08

JUN 10 2013

1020-007

Scene	Panel
64	cont 8



Slugging
ADJ: 0.08

JUN 10 2013

1020-007

1020-007

1020-007

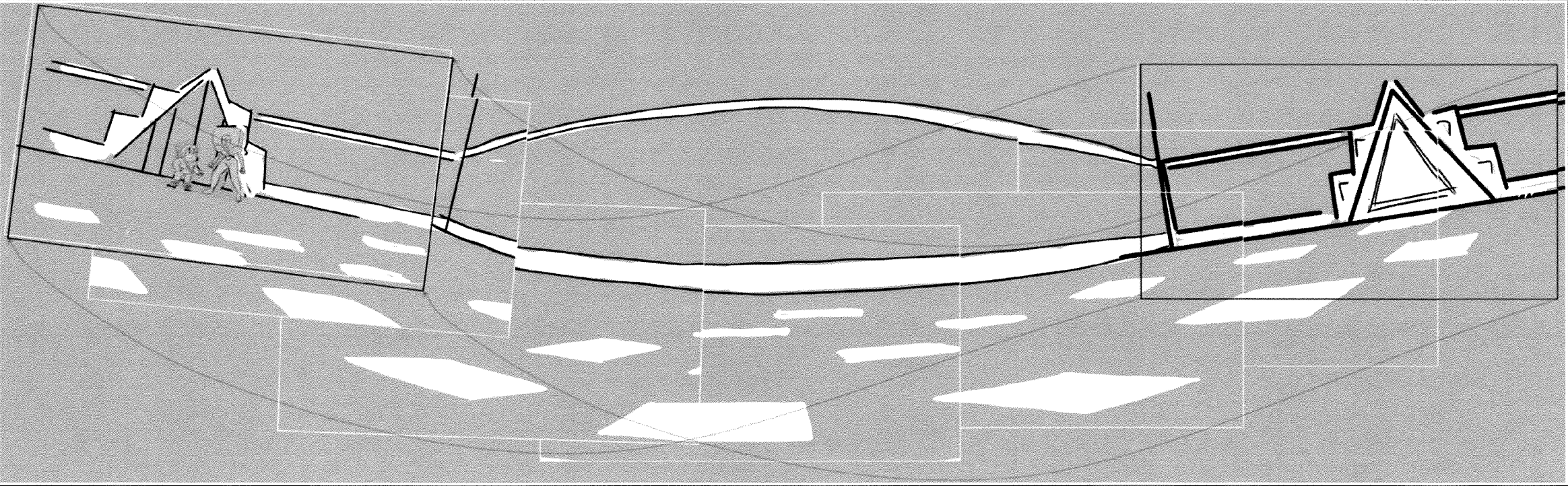
Scene

Panel

64

cont

9



Slugging

HOLD: 0.08

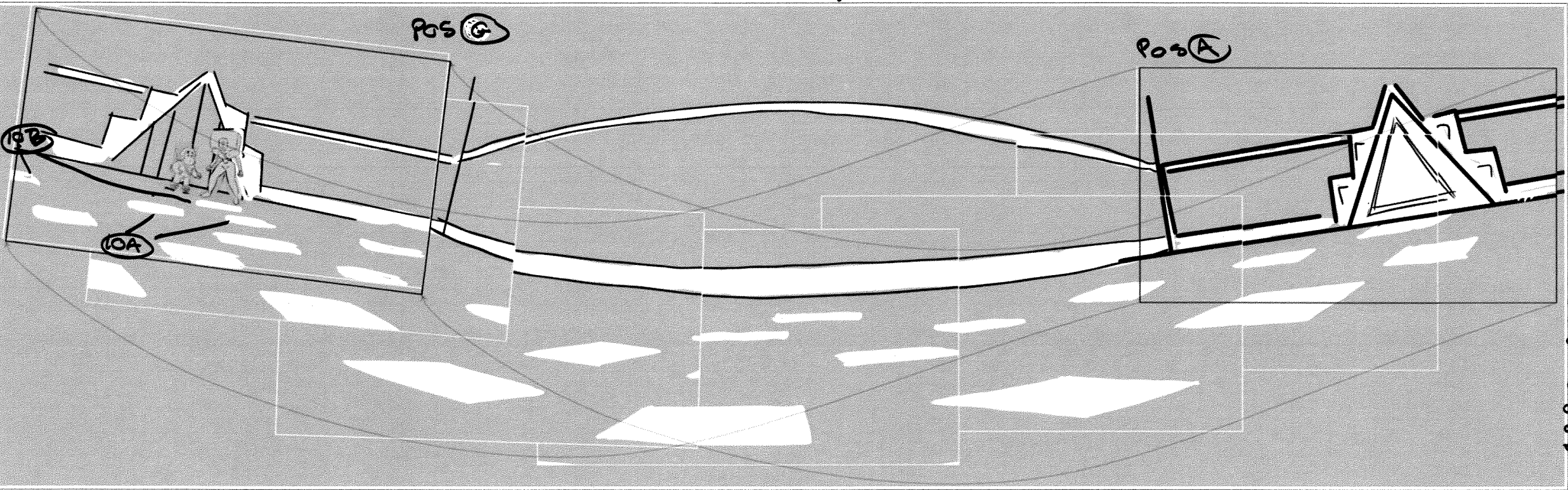
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel	
	64	10

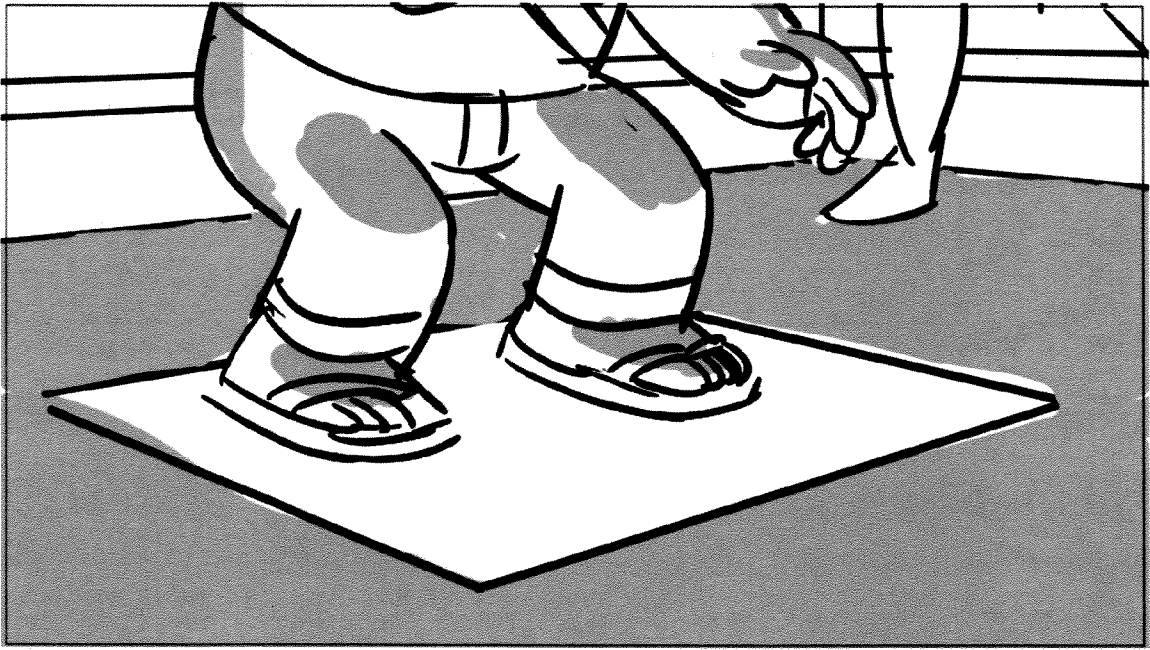


Slugging
HOLD: 1.05

JUN 1 0 2013

1020-007

Scene	Panel
65	1



Slugging
1.06

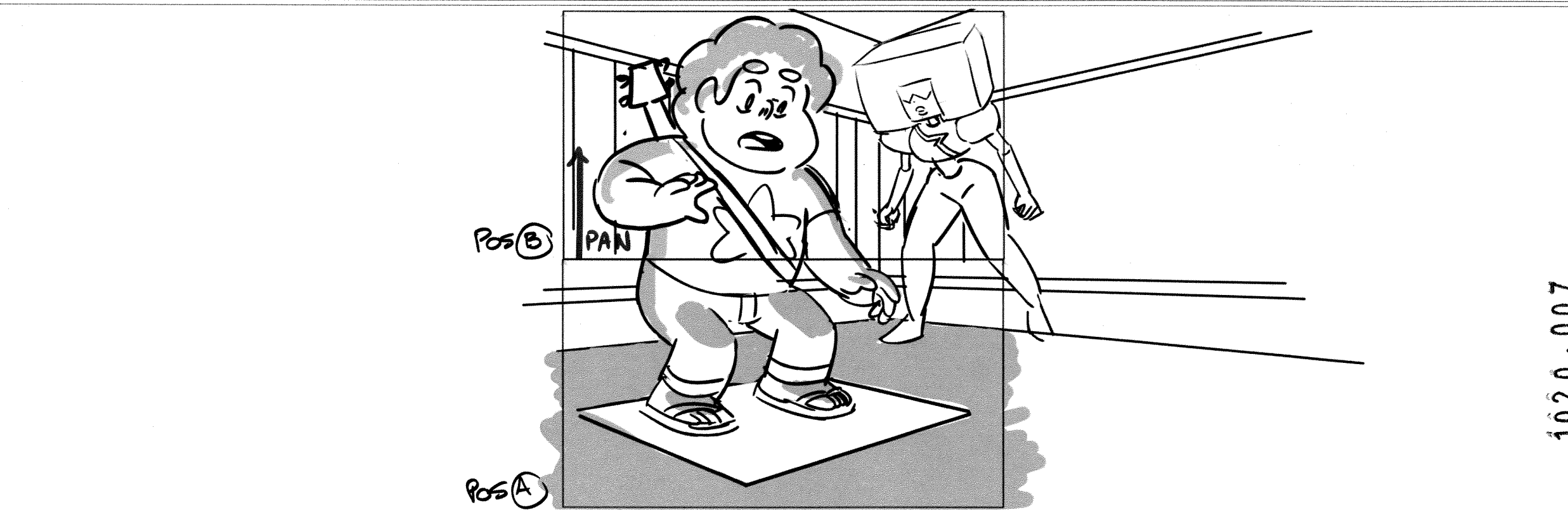
1020.007

1020.007

JUN 10 2013

1020.007

Scene	Panel	
	65 <i>cont</i>	2

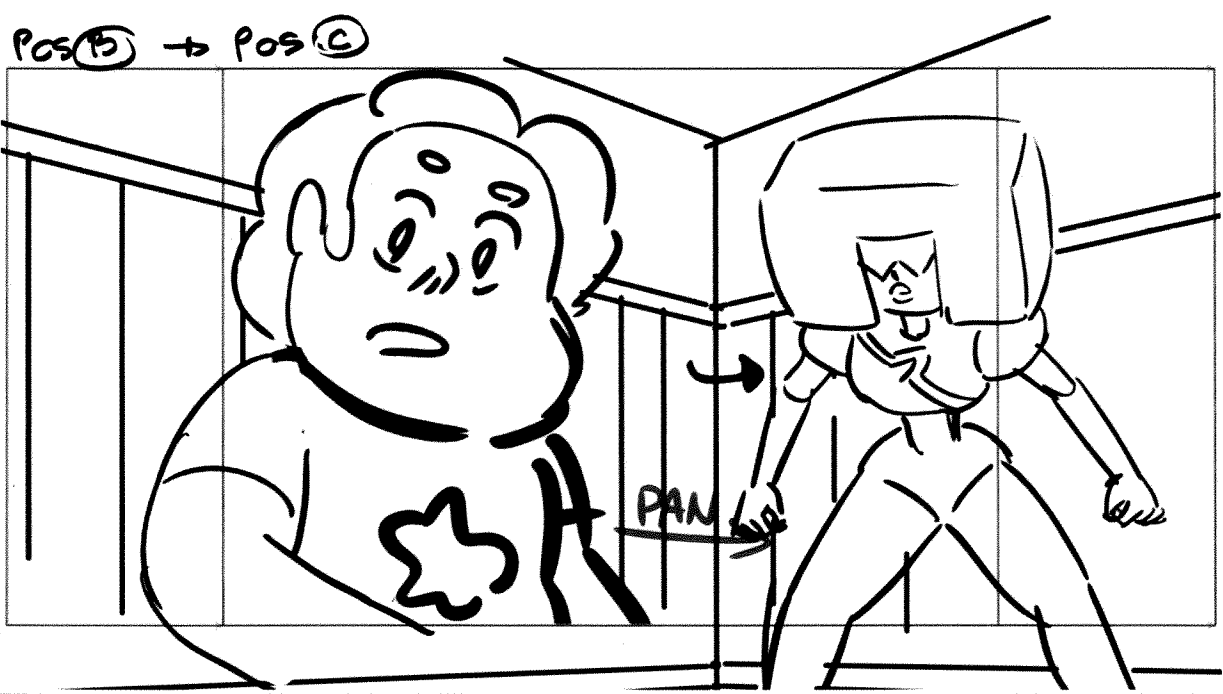


Action Notes
Pan up

Slugging
ADJ: 0.10
Then HOLD: 1.04

JUN 10 2013

Scene	Panel
65	cont 3



Action Notes
pan to Garnet

Slugging
ADJ: 0.06
Then HOLD: 1.01

Scene	Panel
66	1



Slugging
0.09

JUN 10 2013

Scene	Panel	
66	CONT	2



Action Notes

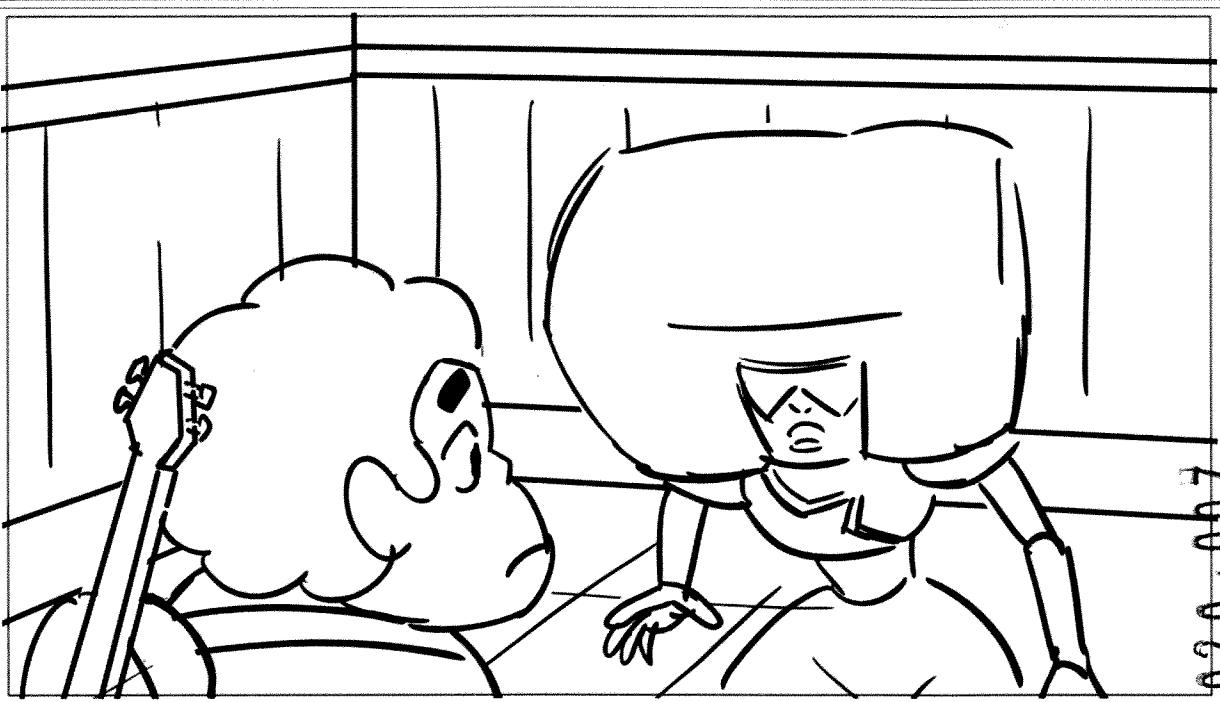
Pan

Slugging

2.00

Quick ADJ then HOLD.

Scene	Panel	
67		1



Dialog

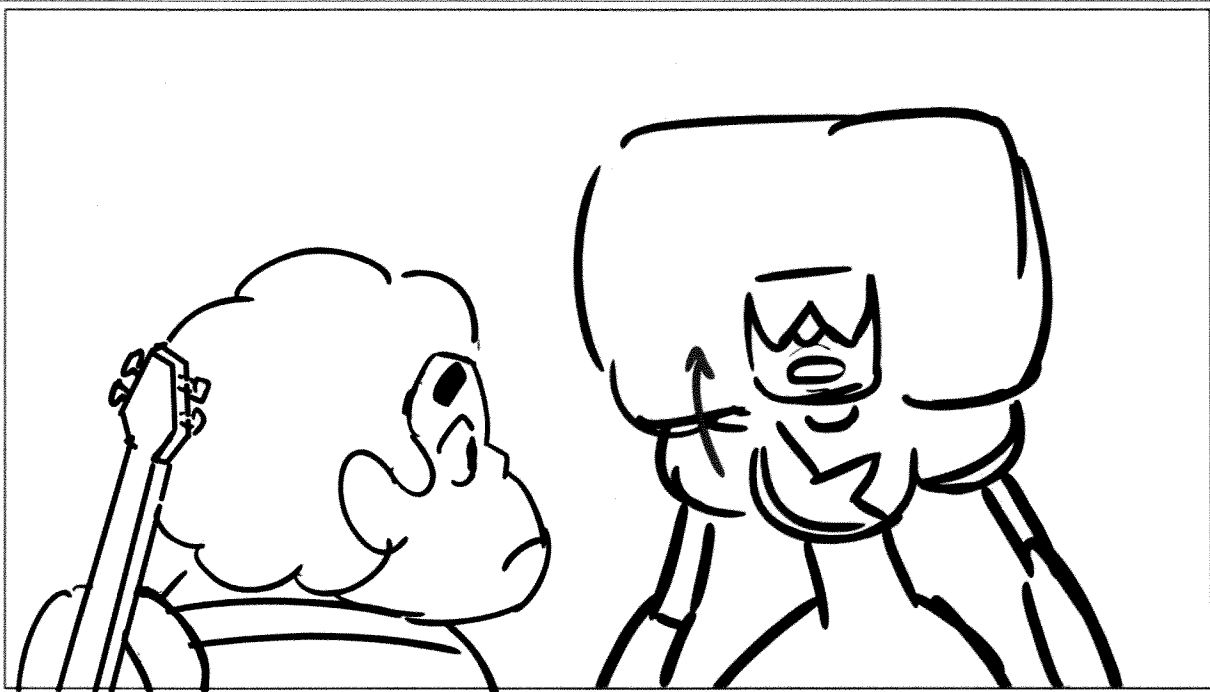
GARNET: WE NEED TO STAY ON THE GLOWING PANELS!

Slugging

Panels 1 + 2 = 3.06

JUN 10 2019

Scene 67 Panel 2
CONT



Dialog
GARNET: WE NEED TO STAY ON THE GLOWING PANELS!

Scene 67 Panel 3
CONT



Dialog
STEVEN: RIGHT!

Action Notes
Pan

Slugging
1.04
Quick ADJ then HOLD.

JUN 10 2013

1020-007

1020-007

Scene	Panel
67	4

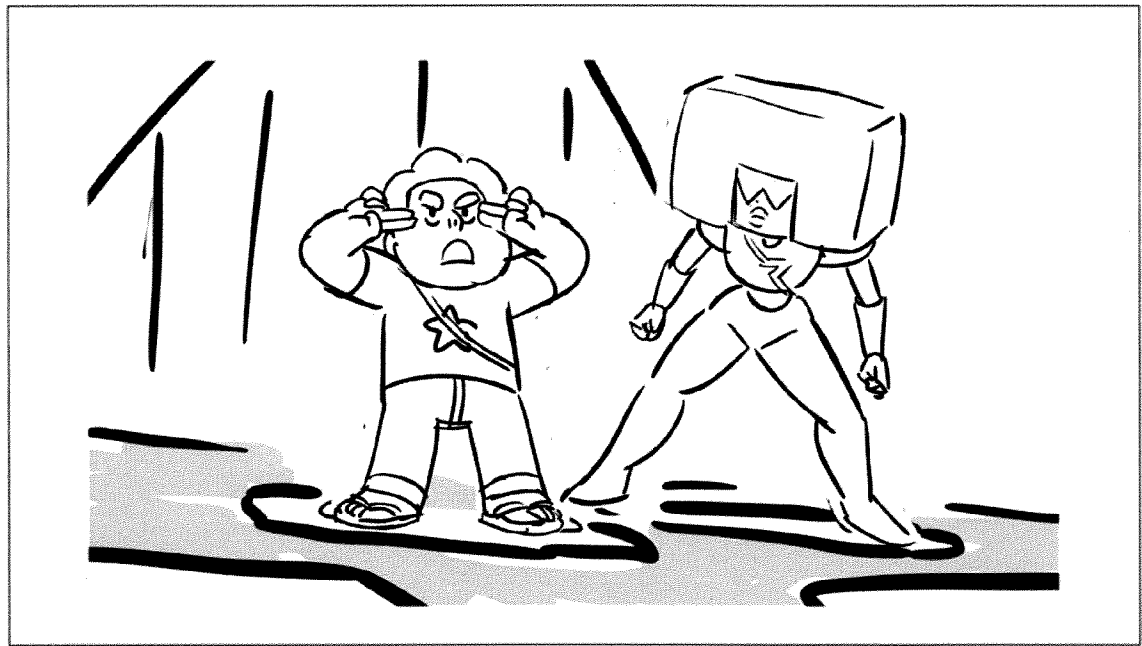
CONT



Dialog
STEVEN: SERIOUS STEVEN...

Slugging
3.03

Scene	Panel
68	1

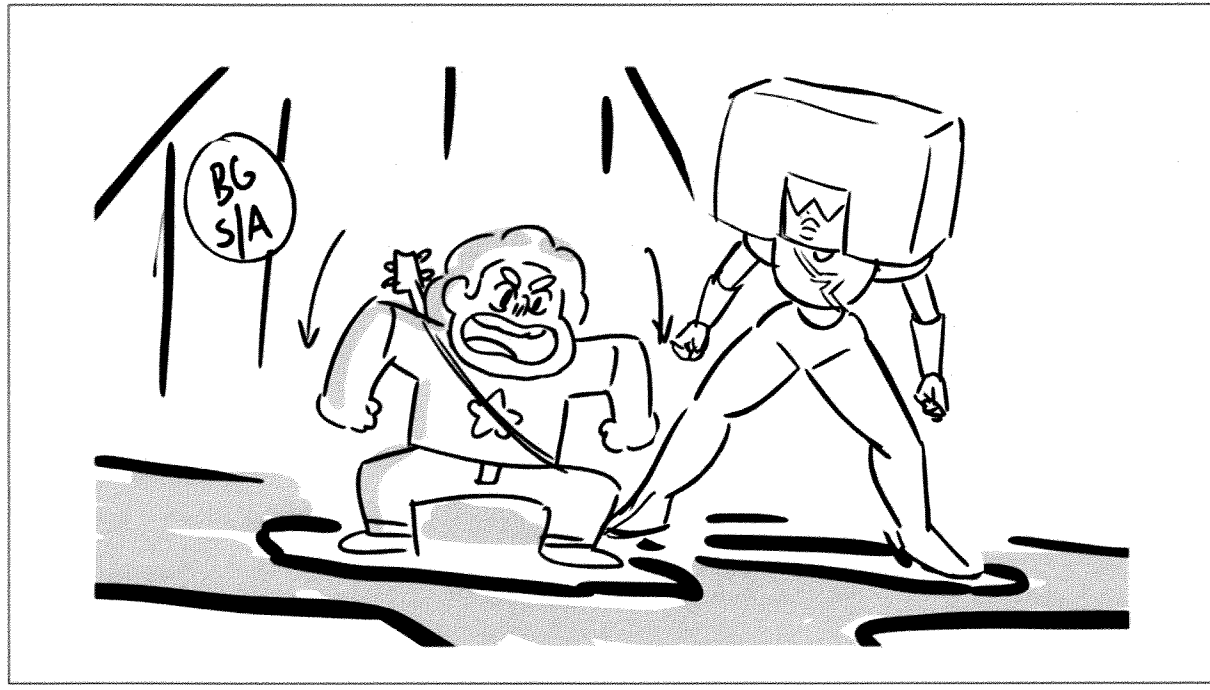


Dialog
STEVEN: GO!

Slugging
Panels 1 + 2 = 1.04

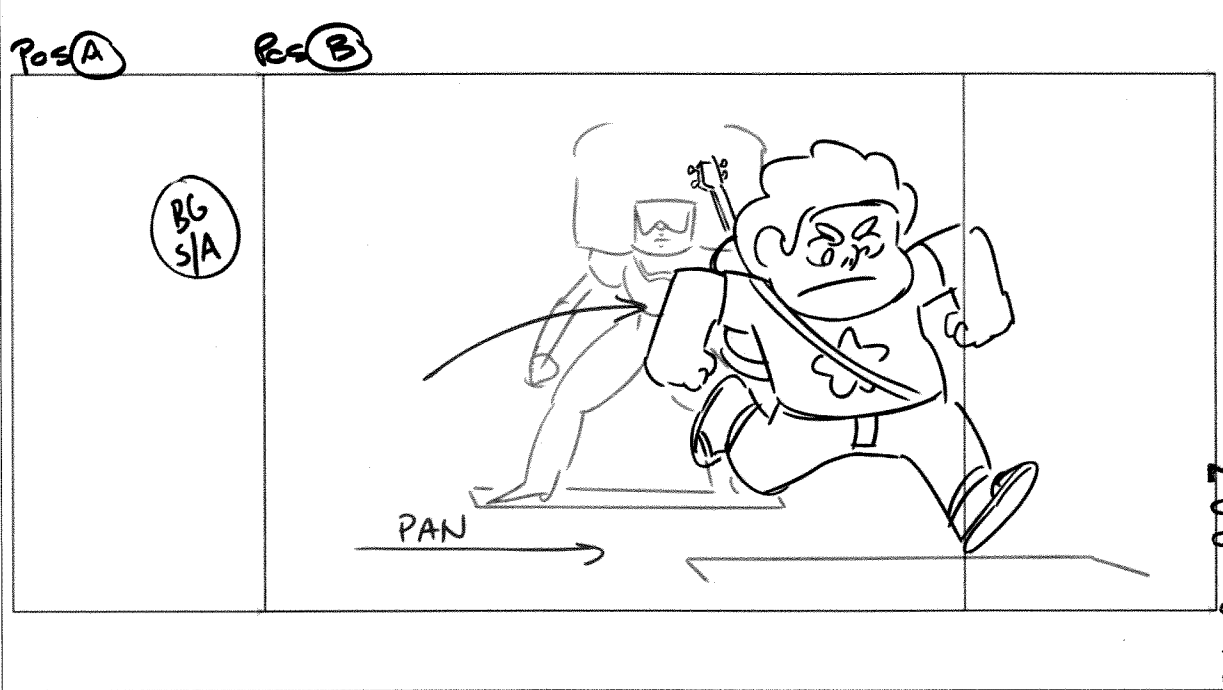
JUN 1 0 2013

Scene 68 Panel 2
CONT



Dialog
STEVEN: GO!

Scene 68 Panel 3
CONT



Action Notes
Pan

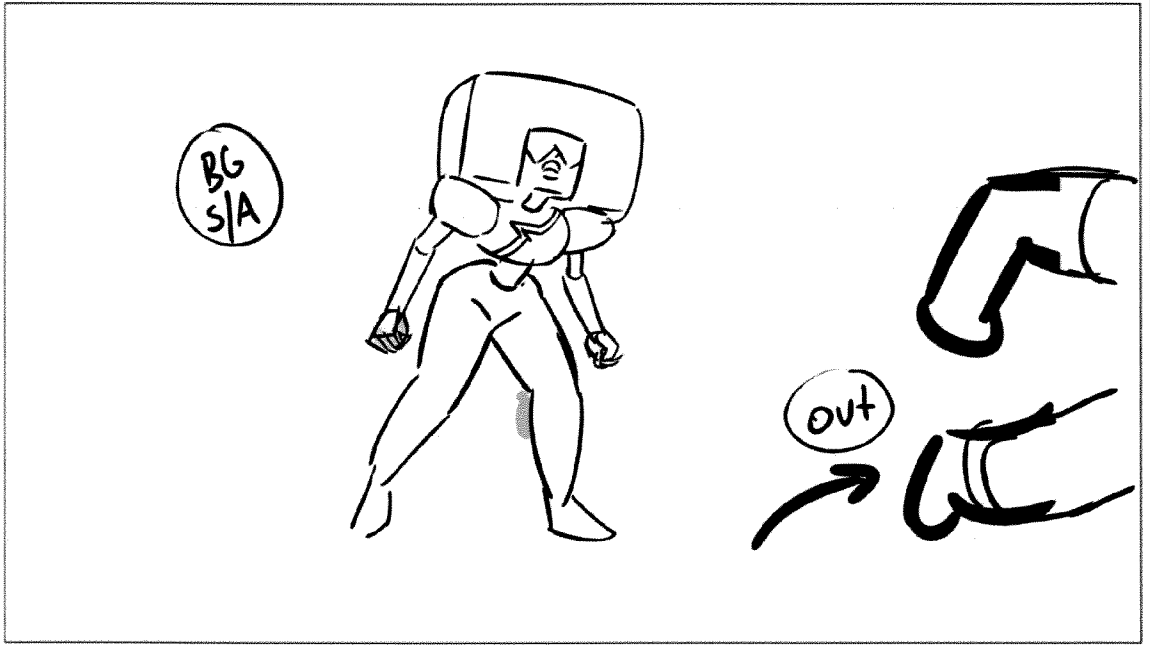
Slugging
ADJ: 0.08

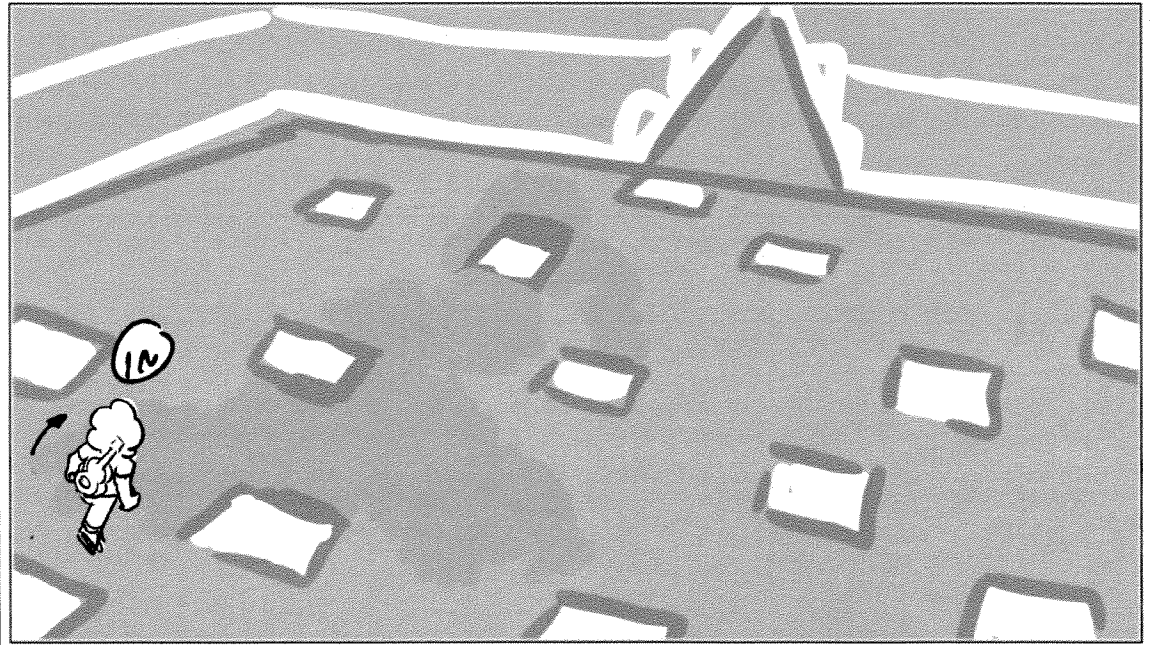
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
68	4
CONT	
	
<p>Action Notes</p> <p>Steven out</p>	
<p>Slugging</p> <p>0.14</p>	

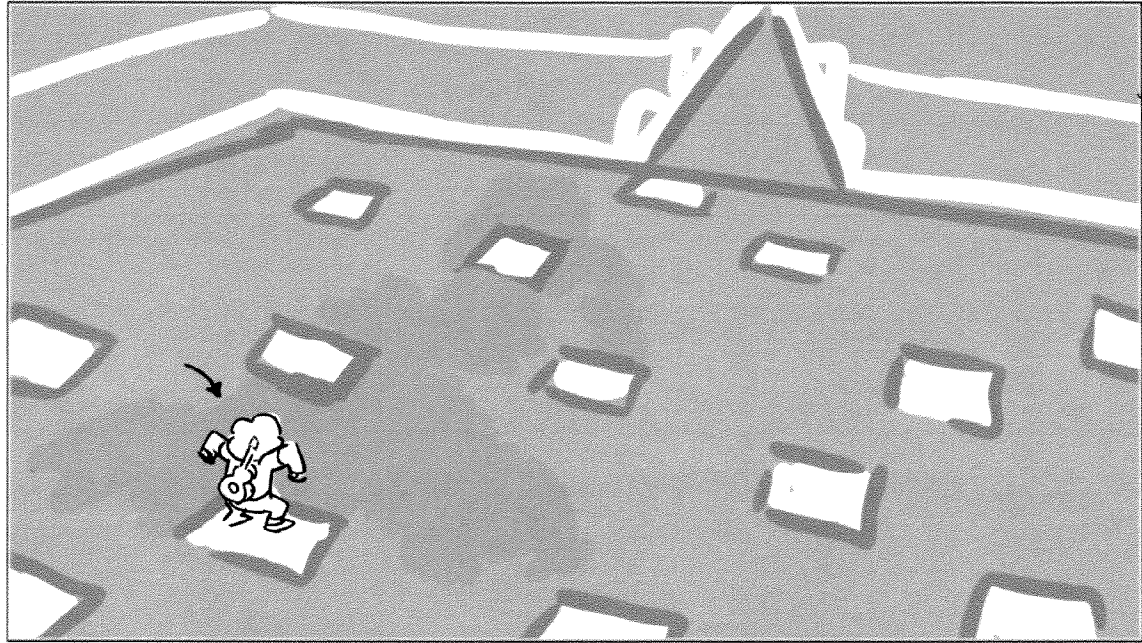
Scene	Panel
69	1
	
<p>Action Notes</p> <p>Steven in</p>	
<p>Slugging</p> <p>Panels 1 to 9 = 2.06</p>	

JUN 10 2013

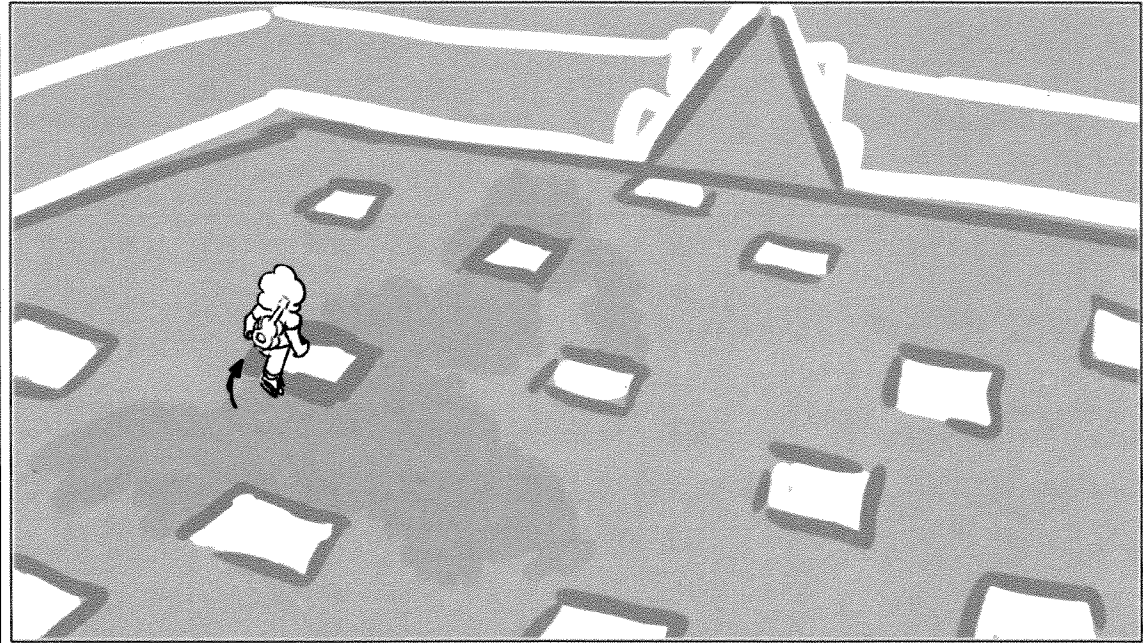
1020-007

1020-007

Scene
69
Panel
CONT
2



Scene
69
Panel
CONT
3



Slugging
0.14

JUN 10 2013

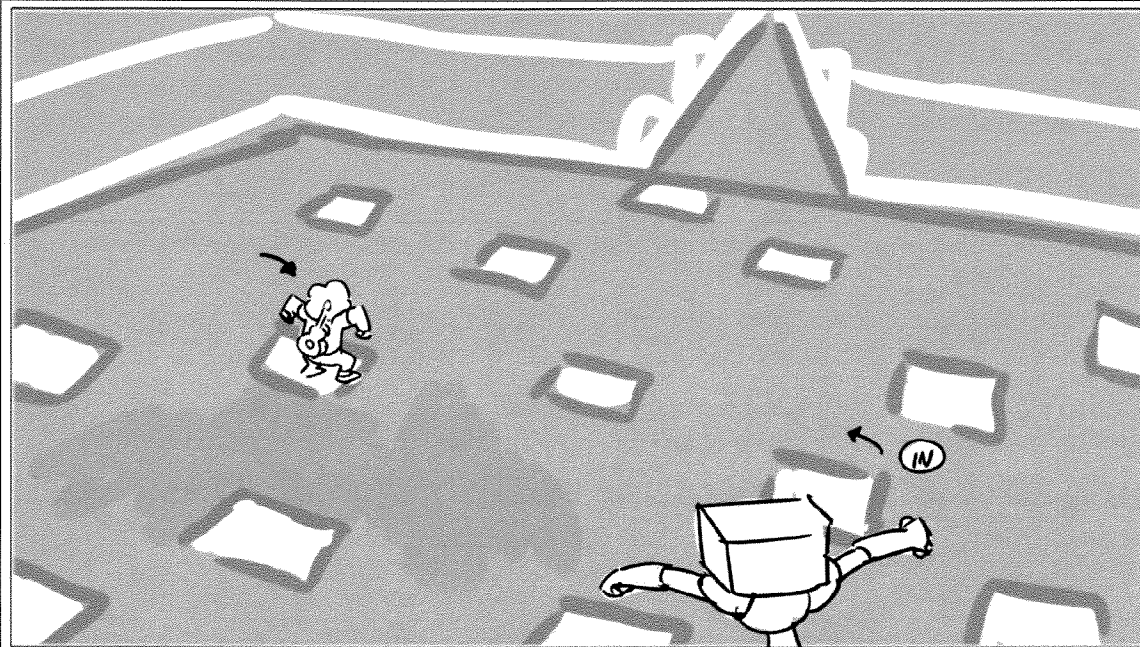
1020-007

1020-007

1020-007

Scene	Panel
69	<i>CONT</i>

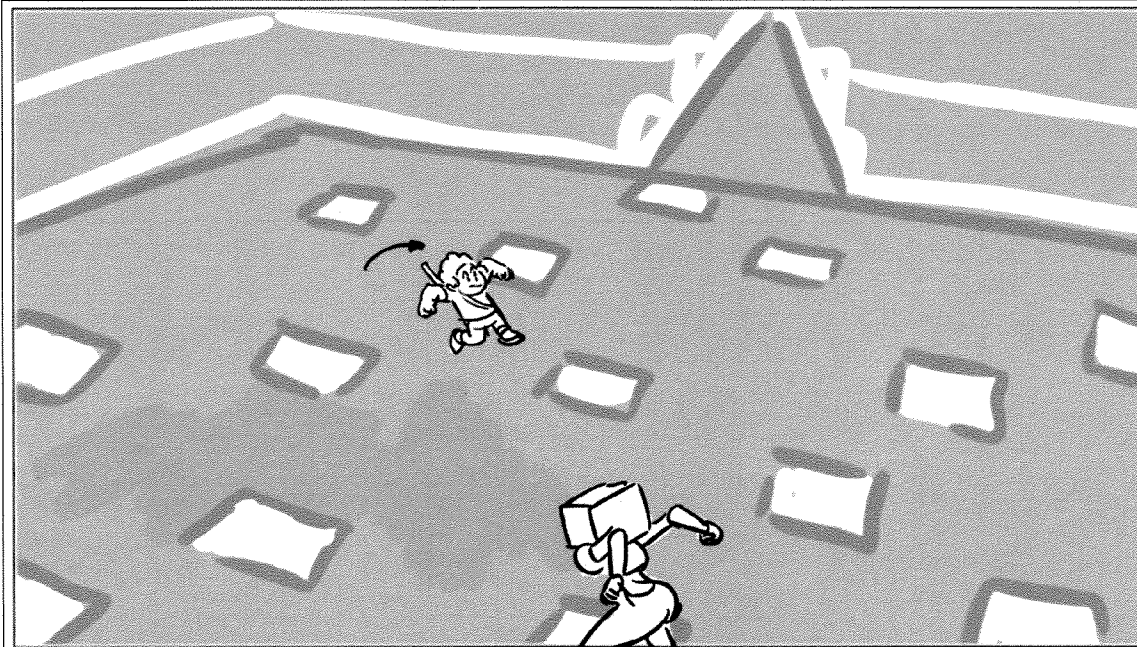
4



Action Notes
Garnet in

Scene	Panel
69	<i>CONT</i>

5



JUN 10 2013

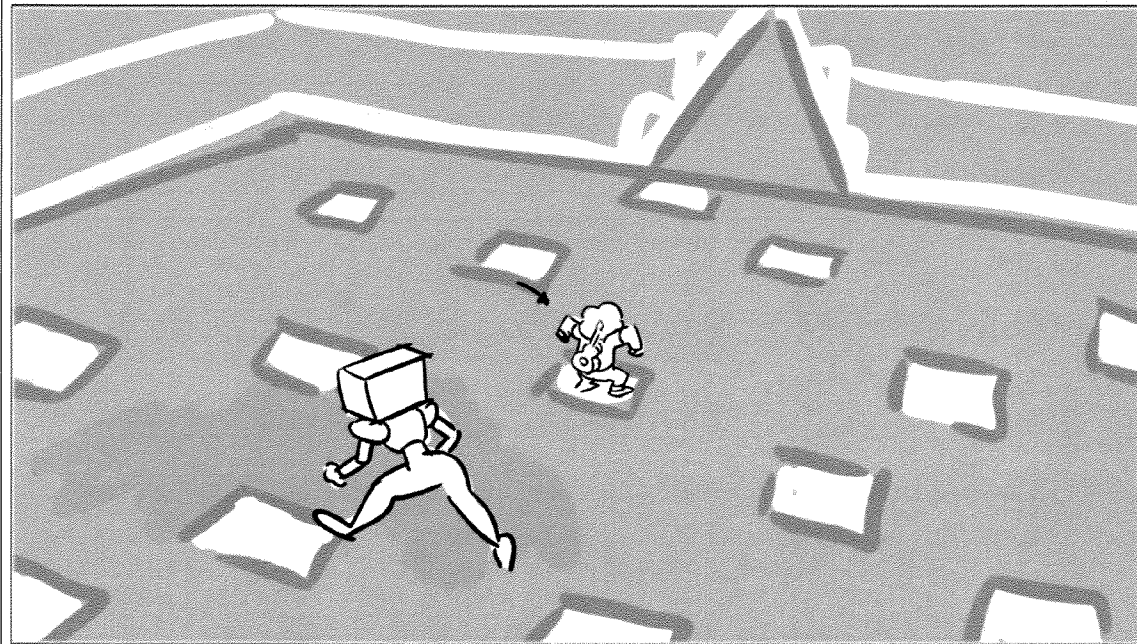
1020.007

1020.007

1020.007

Scene	Panel
	69 <i>cont</i>

6

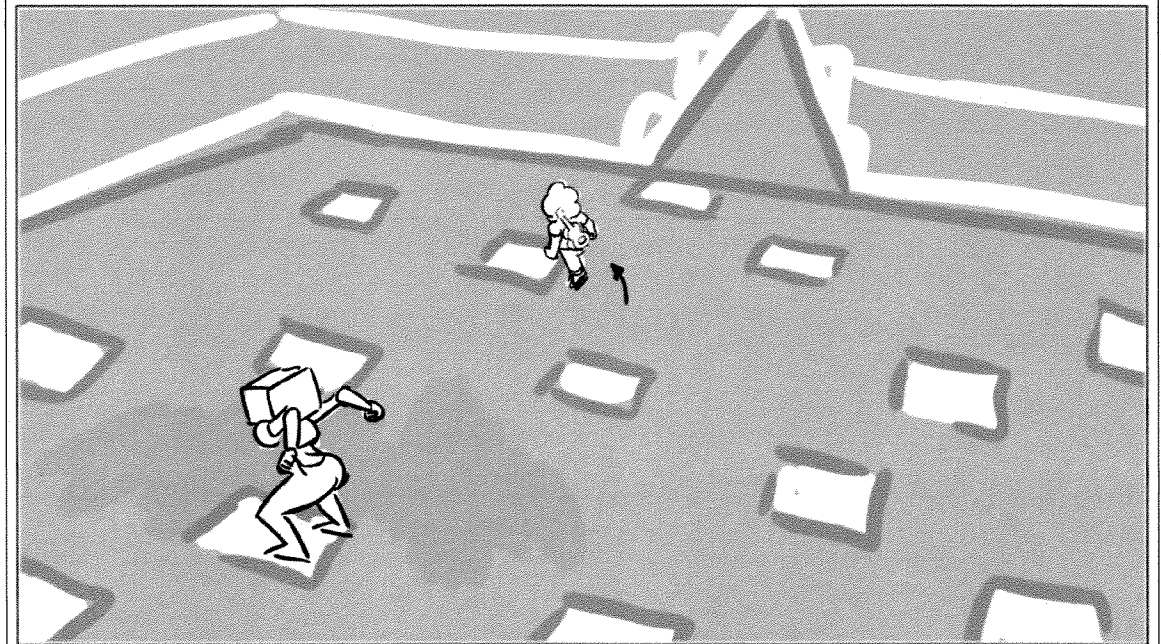


Notes

Steven should leap from this last square to HU with next shot.

Scene	Panel
	69 <i>cont</i>

7



Notes

Steven should leap from this last square to HU with next shot.

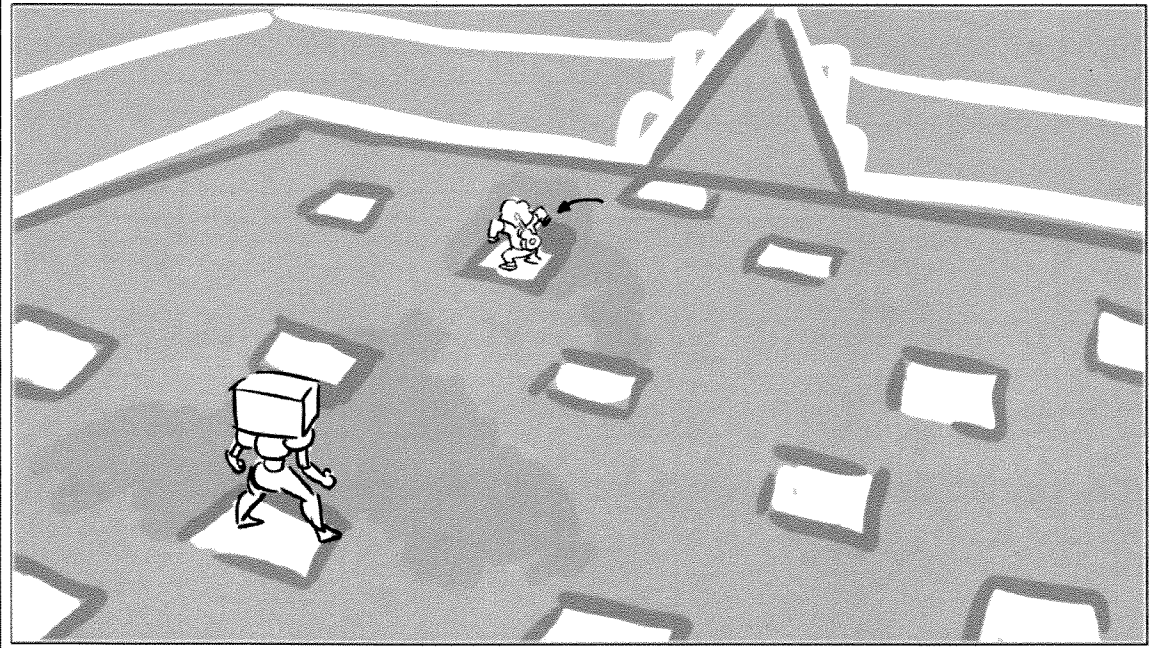
JUN 10 2013

1020-007

1020-007

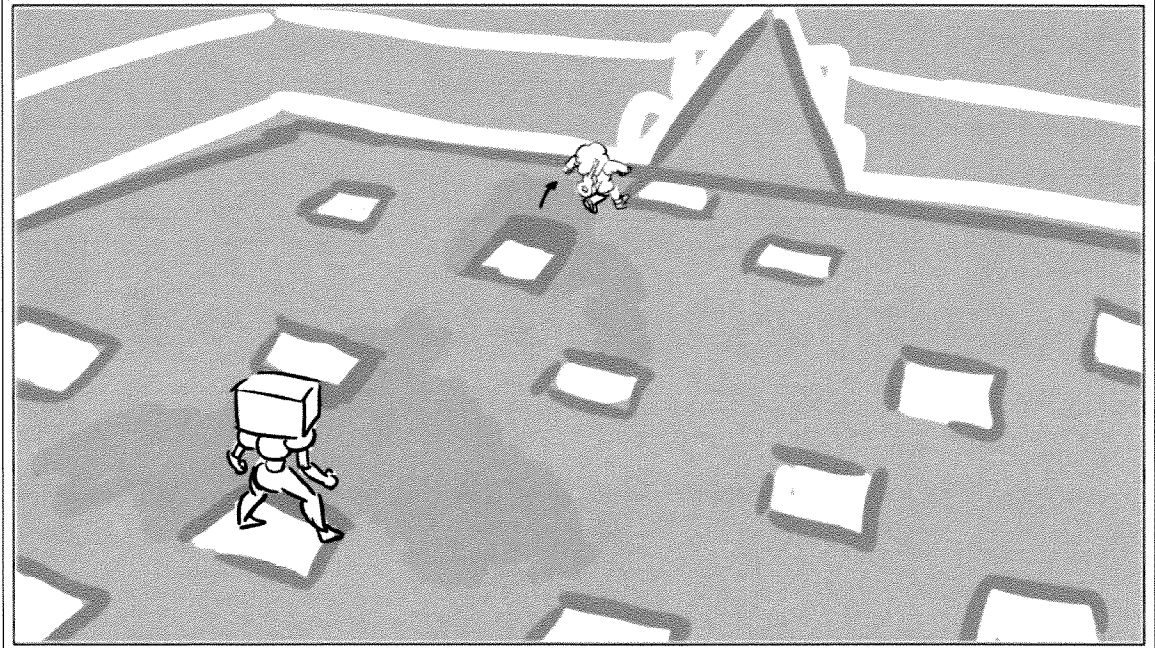
1020-007

Scene	Panel	
69	<i>cont</i>	8



Notes
Steven should leap from this last sqare to HU with next shot.

Scene	Panel	
69	<i>cont</i>	9



Notes
Steven should leap from this last sqare to HU with next shot.

JUN 10 2013

1020-007

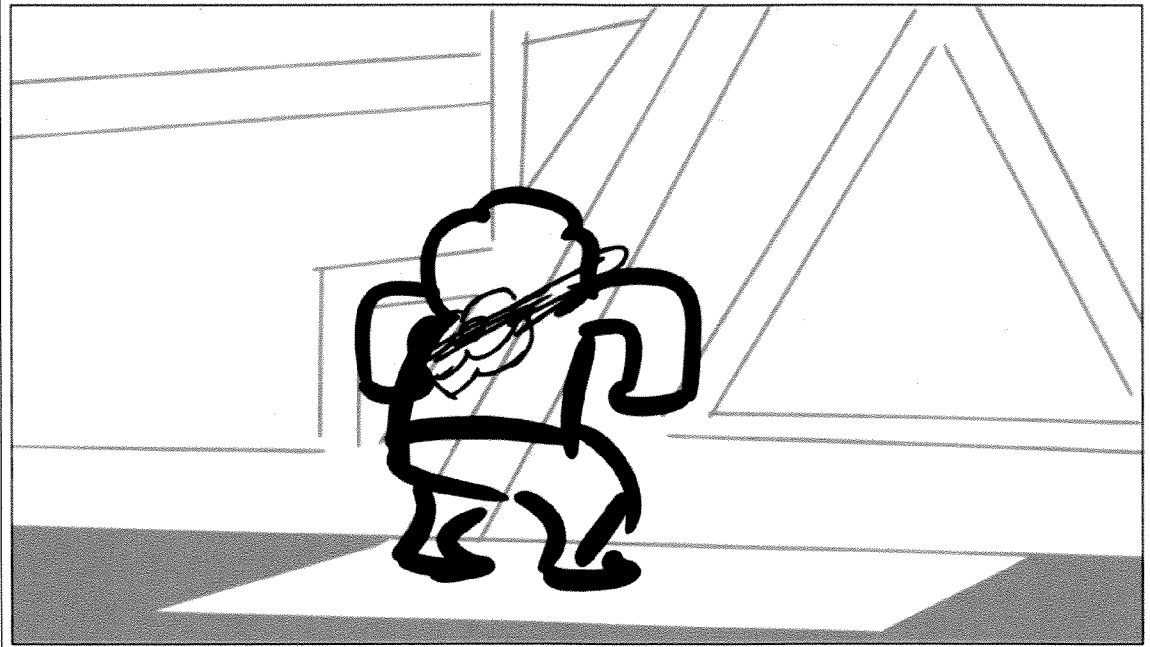
1020-007

Scene	Panel
70	1



Slugging
0.06

Scene	Panel
70	2



Slugging
0.13

JUN 10 2013

1020-007

1020-007

1020-007

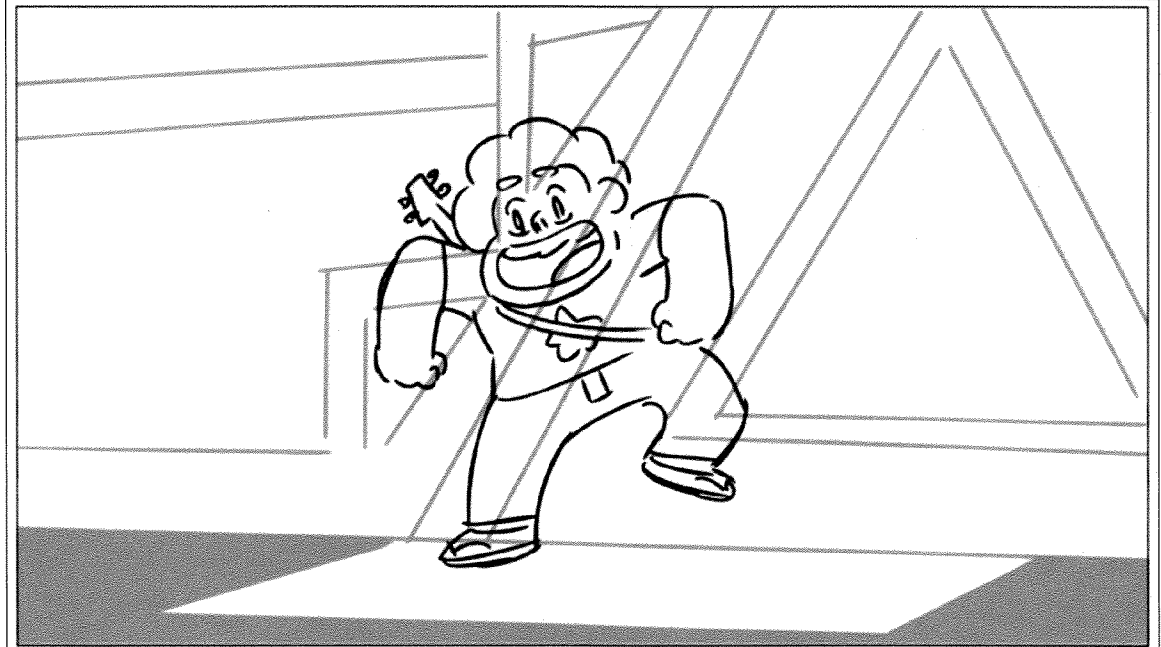
Scene
70 *CONT* Panel 3



Dialog
STEVEN: OH YEAH!

Slugging
2.09

Scene
70 *CONT* Panel 4



Dialog
STEVEN: <CELEBRATION LAUGH AS HE DANCES>

Slugging
0.05

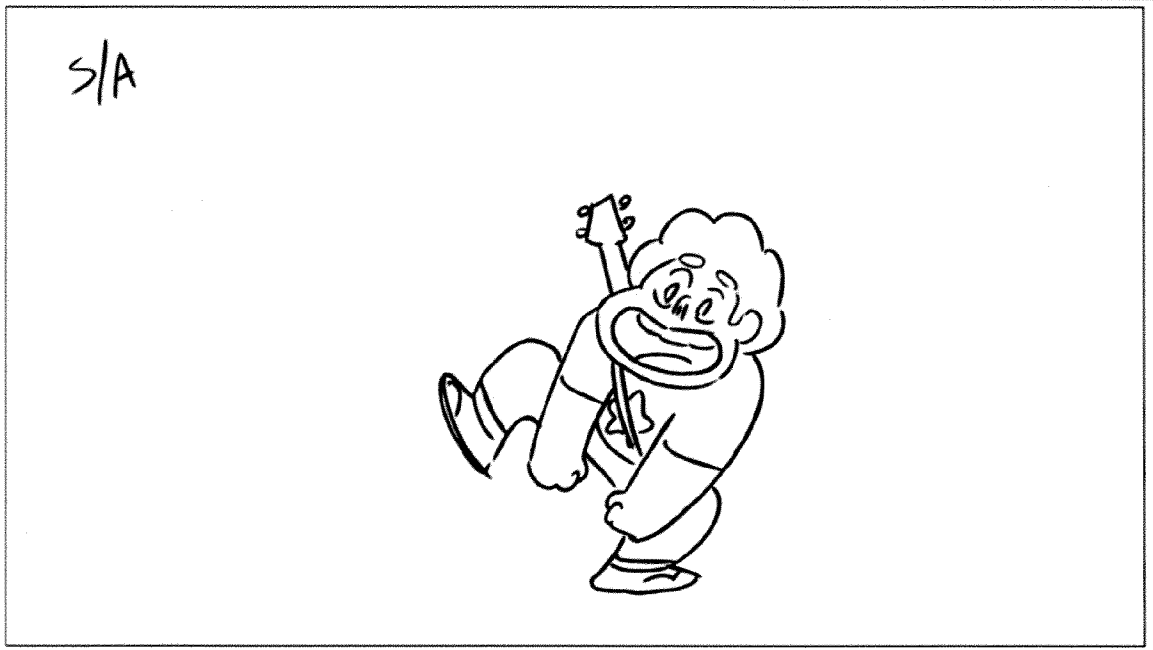
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
70	<i>CONT</i>
	5



Slugging
0.05

Scene	Panel
70	<i>CONT</i>
	6



Slugging
0.05

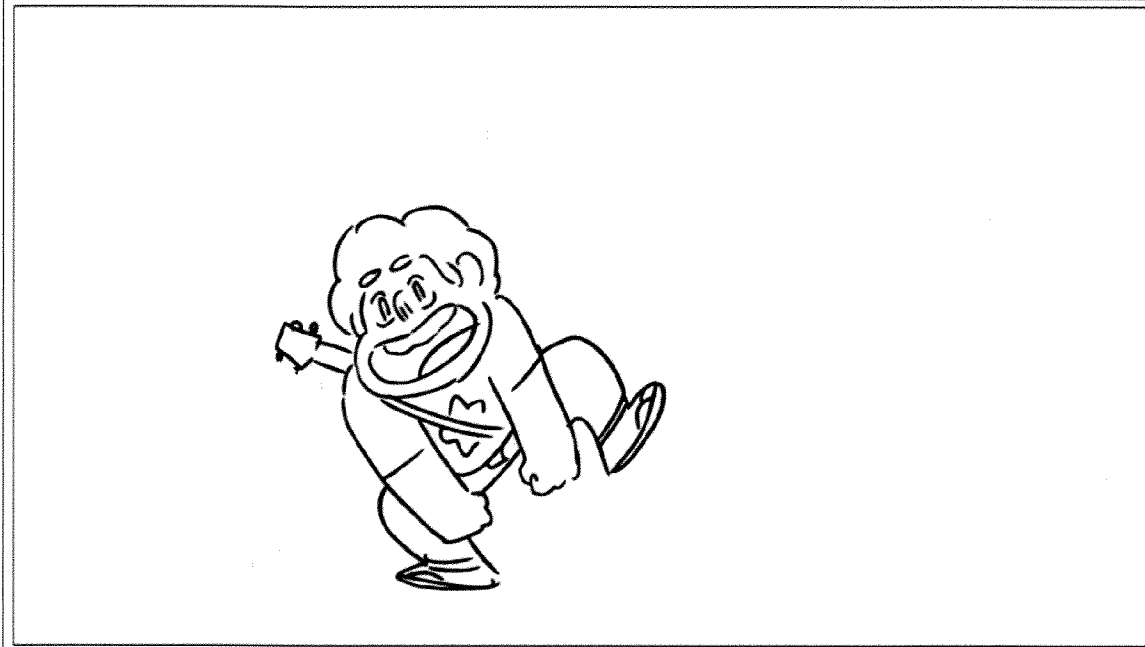
JUN 1 0 2013

1020.007

1020.007

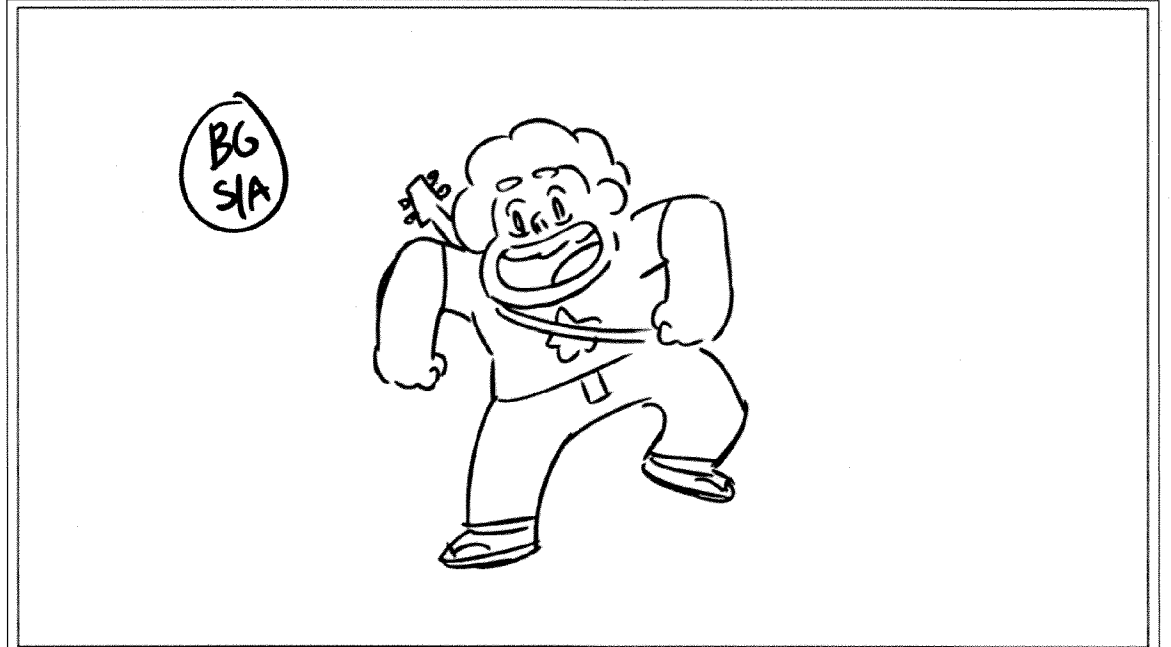
1020.007

Scene	Panel
70	<i>CONT</i>



Slugging
0.05

Scene	Panel
70	<i>CONT</i>



Slugging
0.05

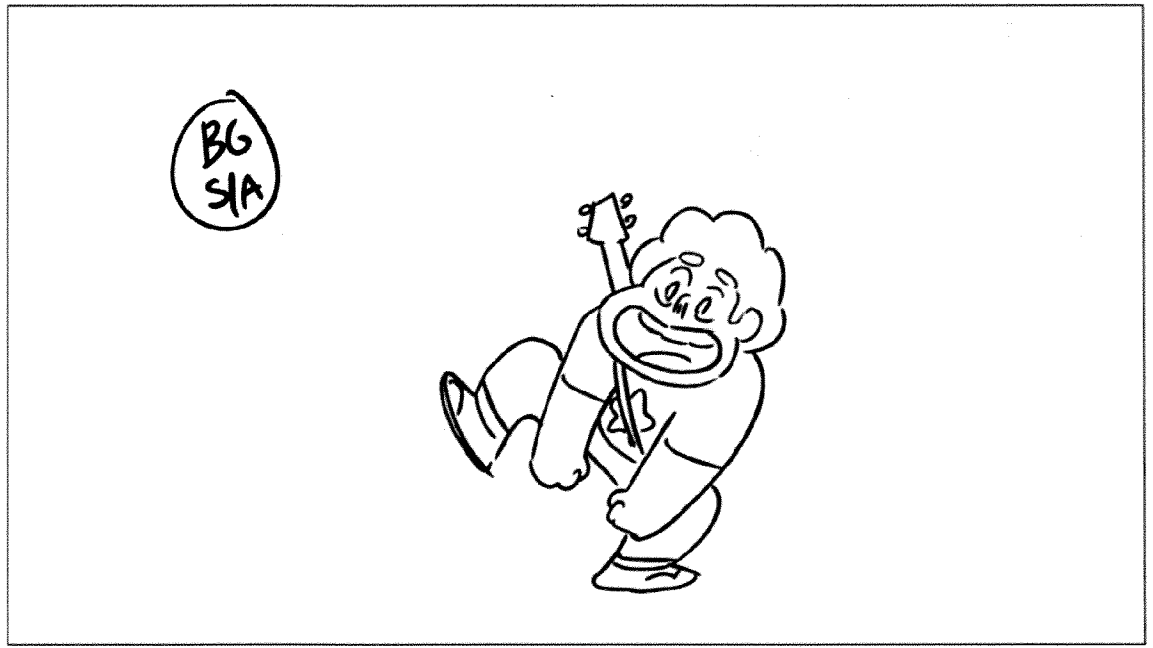
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
70	CONT
	9



Slugging
0.05

Scene	Panel
70	CONT
	10



Slugging
0.05

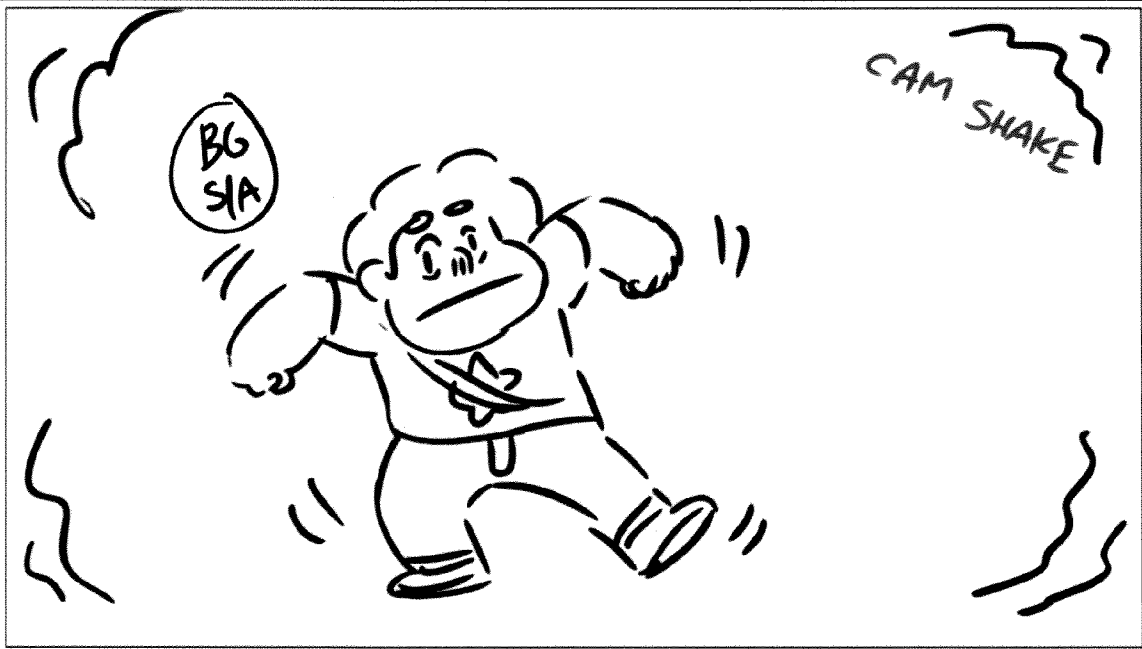
JUN 10 2013

1020.007

1020.007

1020.007

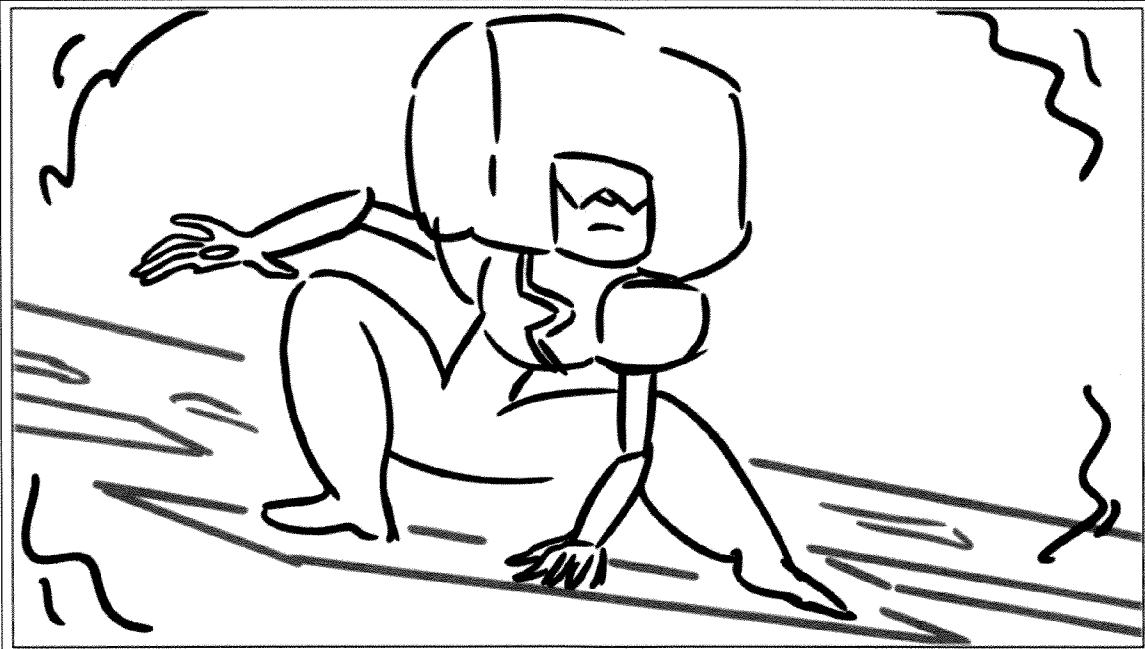
Scene	Panel
70	11



Action Notes
Camera Shake!

Slugging
1.02

Scene	Panel
71	1



Action Notes
Camera Shake!

Slugging
1.08

JUN 10 2013

1020-007

1020-007

Scene	Panel
72	1



Dialog
STEVEN: OOOG.

Action Notes
Camera Shake!

Slugging
0.12

Scene	Panel
72	2



Dialog
STEVEN: WHOOOOAAAAAH

Action Notes
Camera Shake!

Slugging
1.04

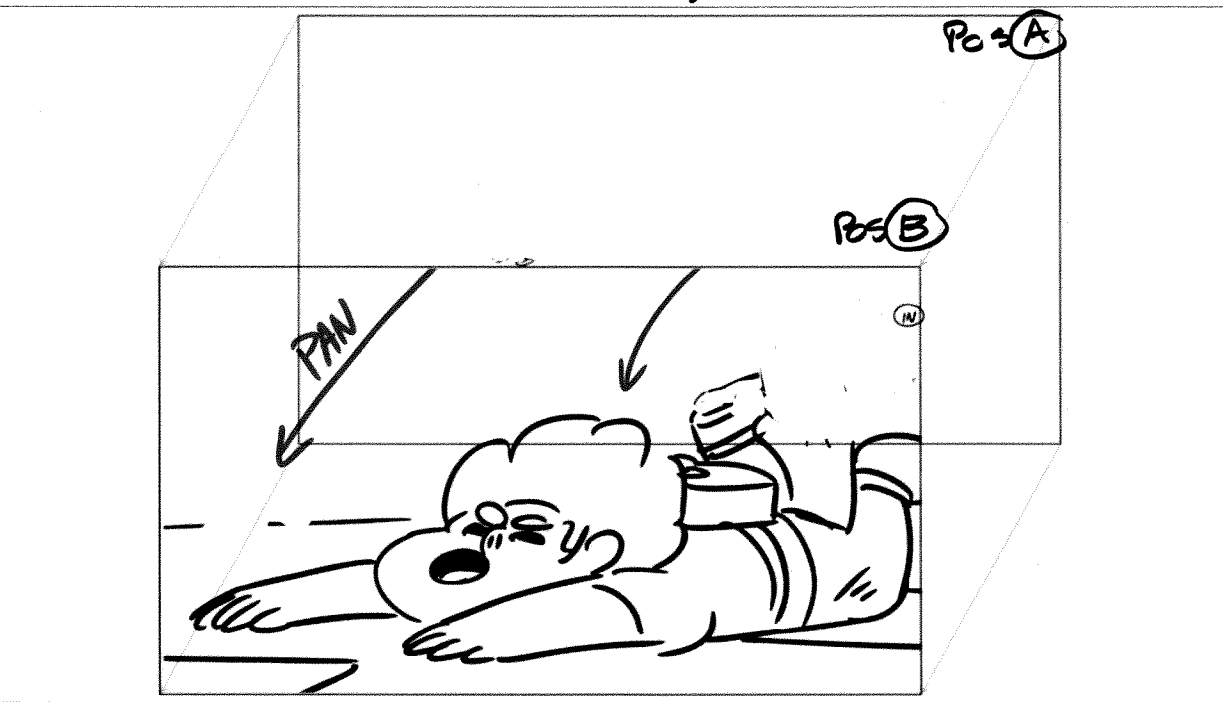
JUN 1 0 2013

1020-007

1020-007

1020-007

Scene 72 *cont* Panel 3



Dialog
STEVEN: OOOOFF!

Action Notes
Pan

Slugging
ADJ: 0.04
Then HOLD: 1.01

Scene 72 *cont* Panel 4



Slugging
1.00

JUN 10 2013

1020-007

1020-007

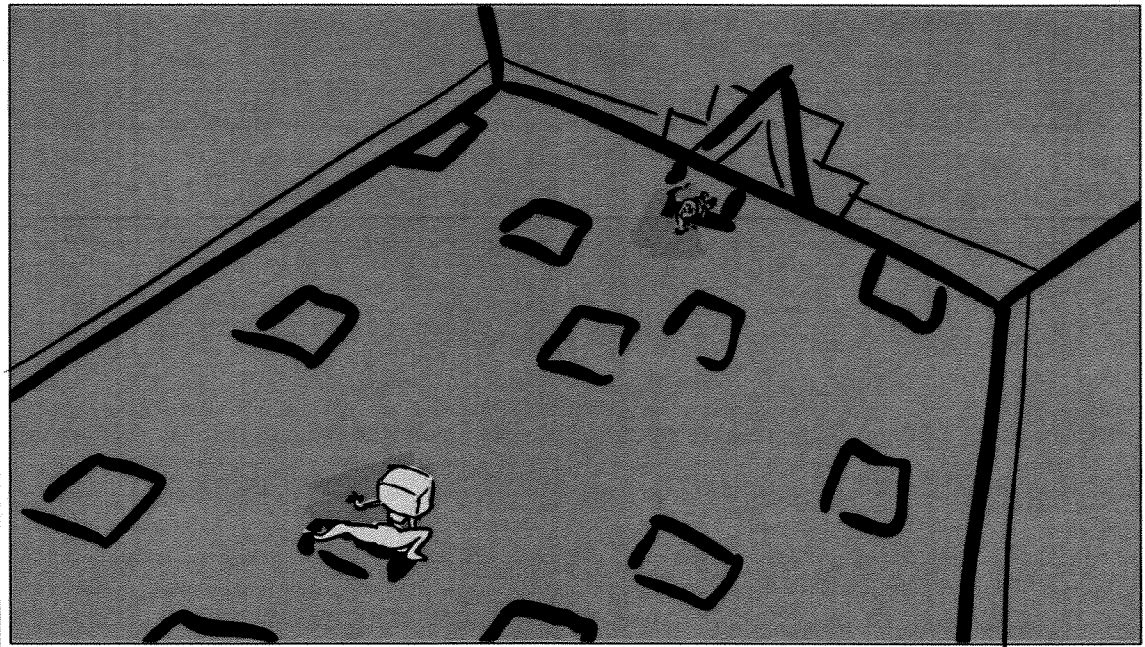
1020-007

Scene	Panel
72	cont 5



Slugging
1.06

Scene	Panel
73	1



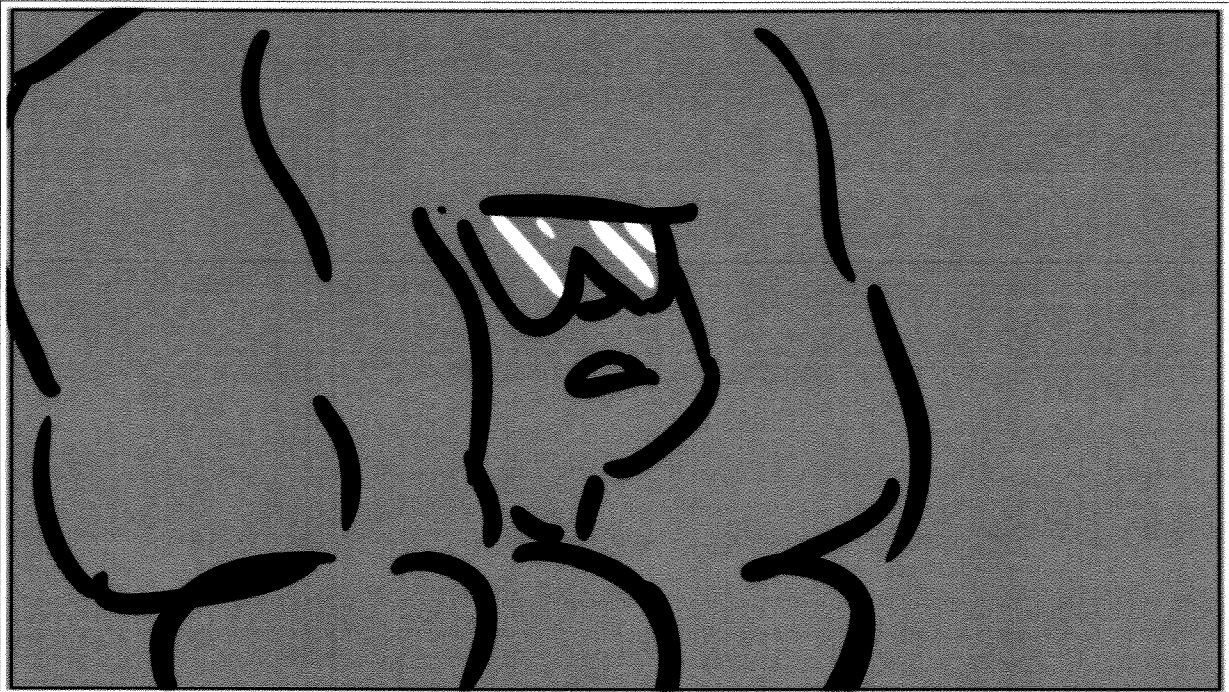
Slugging
2.02

JUN 10 2013

1020-007

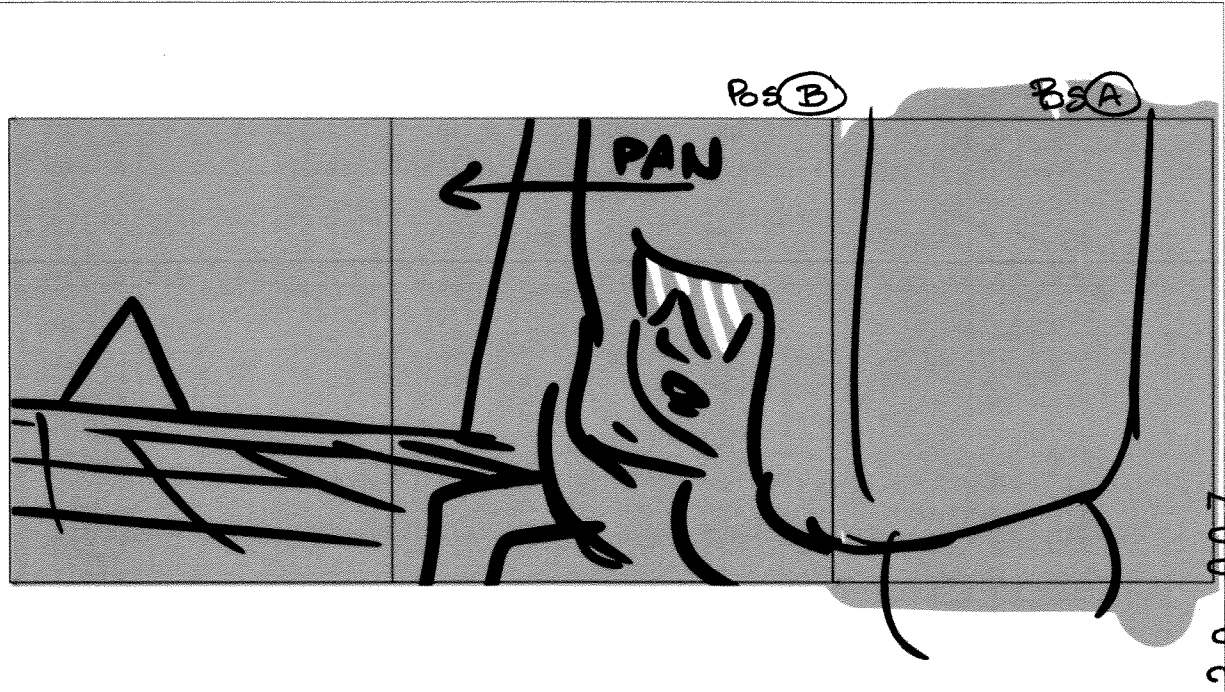
1020-007

Scene	Panel
74	1



Slugging
1.04

Scene	Panel
74	2



Action Notes
Pan

Slugging
HOLD: 0.04
Then ADJ: 0.08
Then HOLD: 1.04

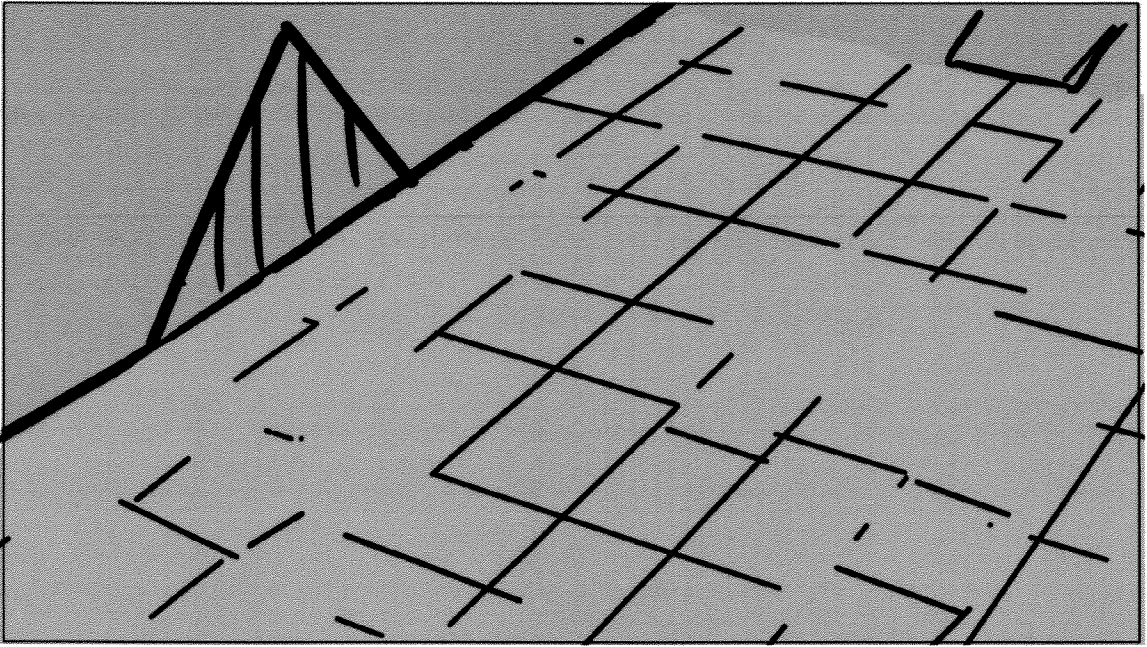
JUN 10 2013

1020-007

1020-007

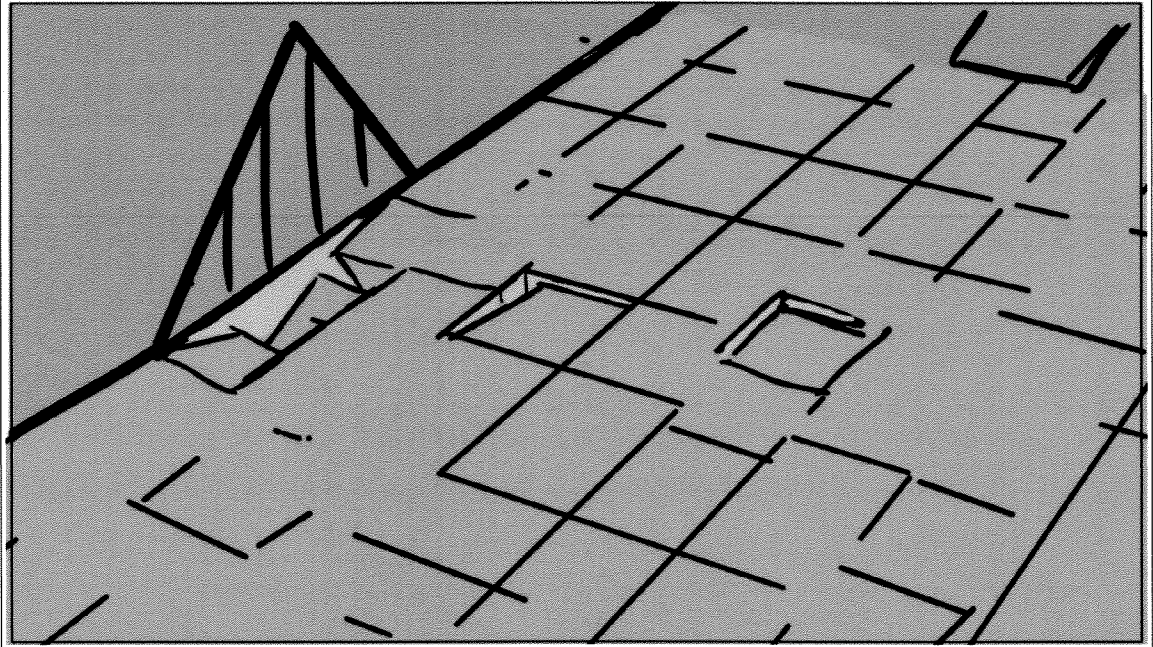
1020-007

Scene	Panel
75	1



Slugging
Panels 1 to 3 = 1.03

Scene	Panel
75	2



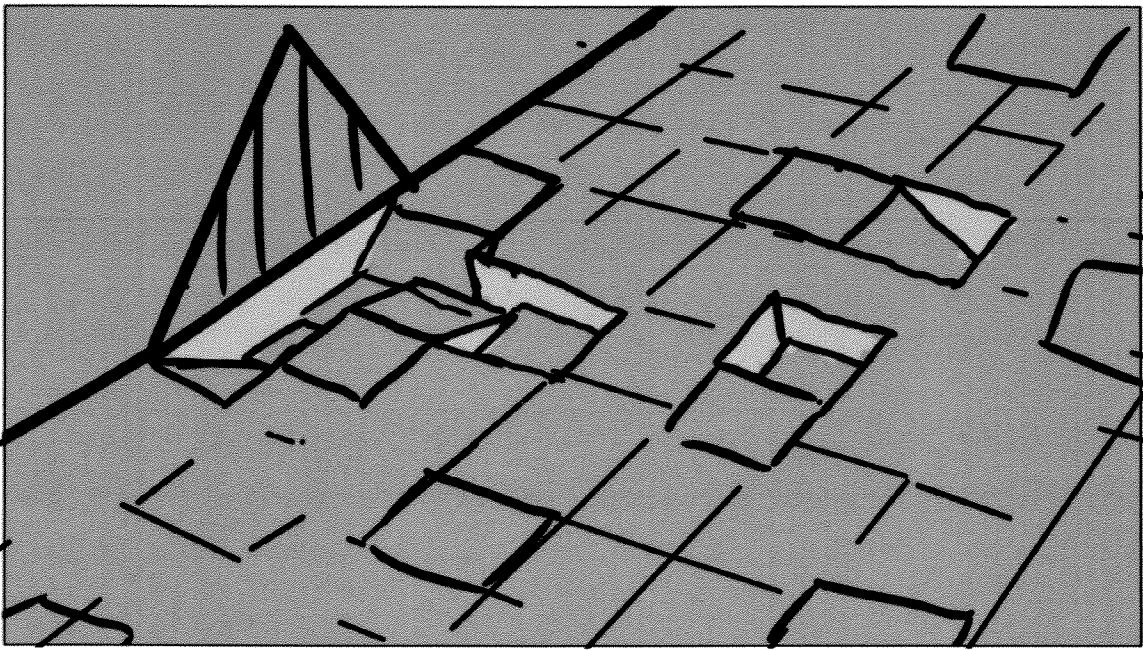
JUN 10 2013

1020.007

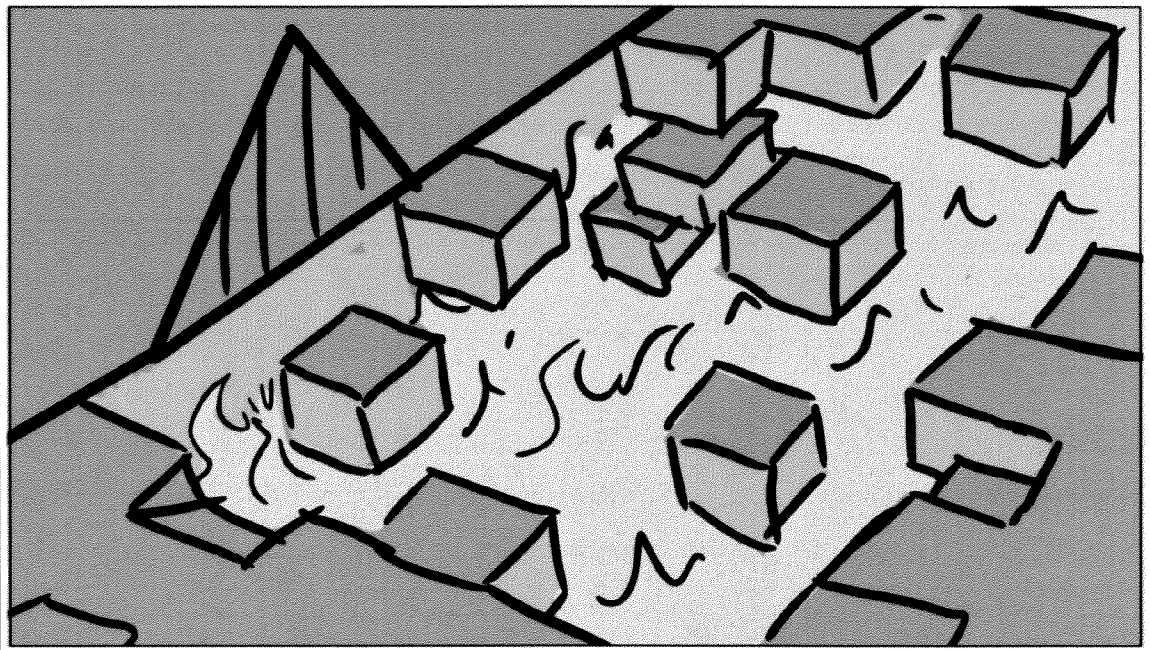
1020.007

1020.007

Scene Panel
75 *CONT* 3



Scene Panel
75 *CONT* 4



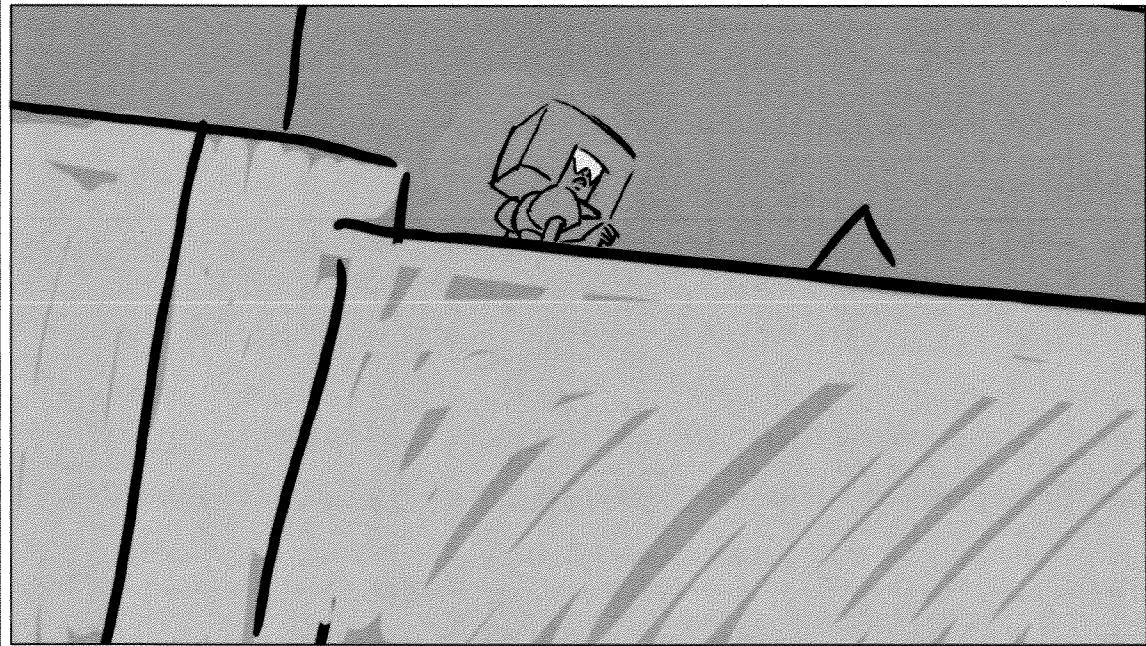
Slugging
1.07

JUN 10 2013

1020.007

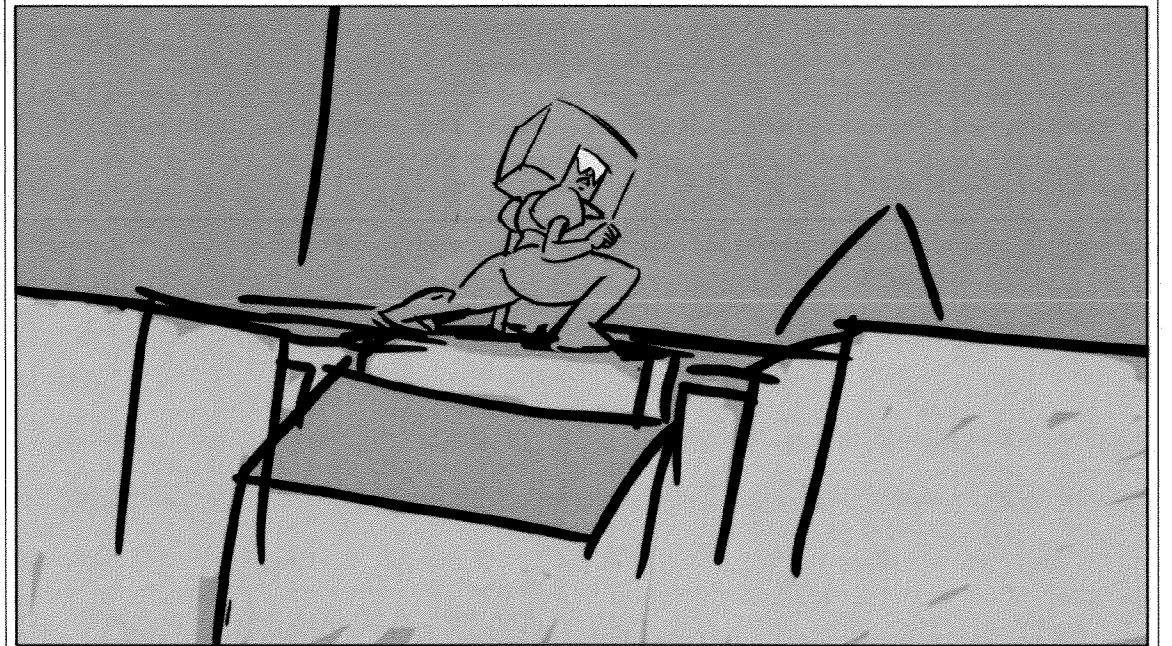
1020.007

Scene	Panel
76	1



Slugging
0.09

Scene	Panel
76	2



Slugging
0.11

JUN 10 2013

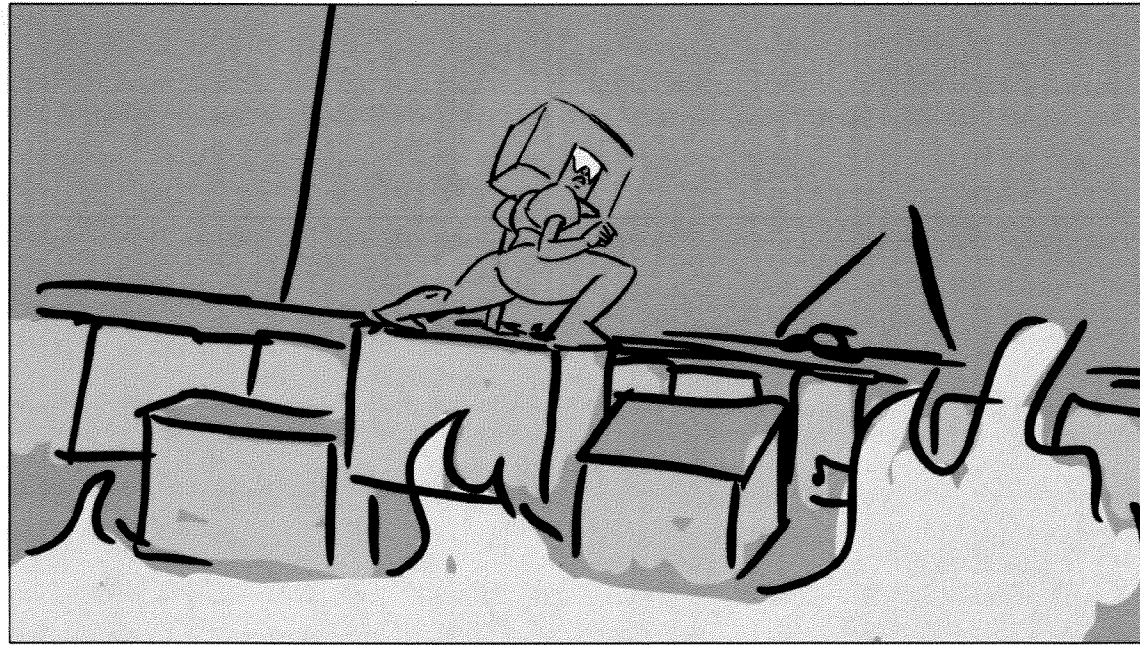
1020-007

1020-007

1020-007

Scene	Panel
76	<i>CONT</i>

3



Slugging
1.01

Scene	Panel
76_A	

1



Slugging
Panels 1 + 2 = 0.09

JUN 10 2015

1020-007

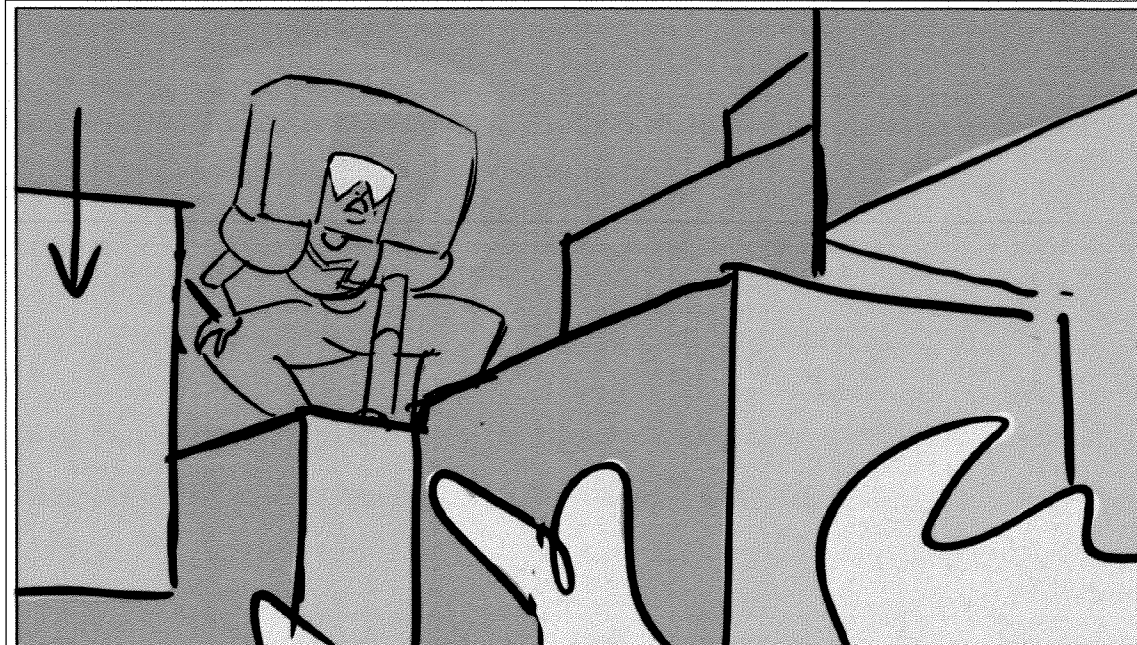
1020-007

1020-007

Scene	Panel
76_A	cont
	2



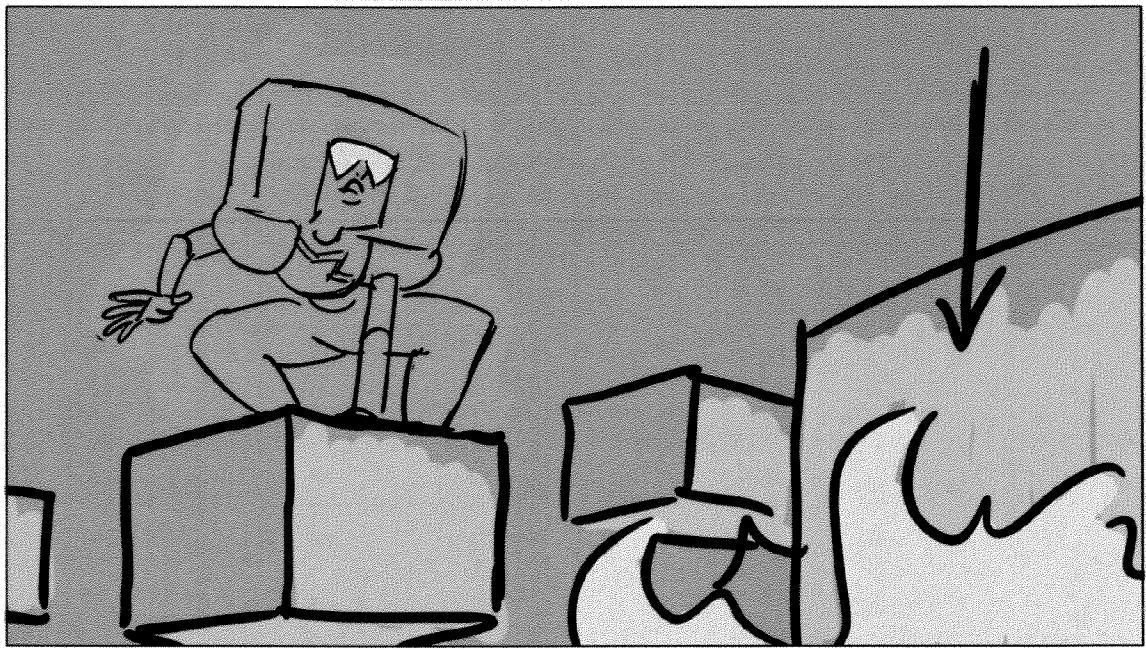
Scene	Panel
76_A	cont
	3



Slugging
0.10

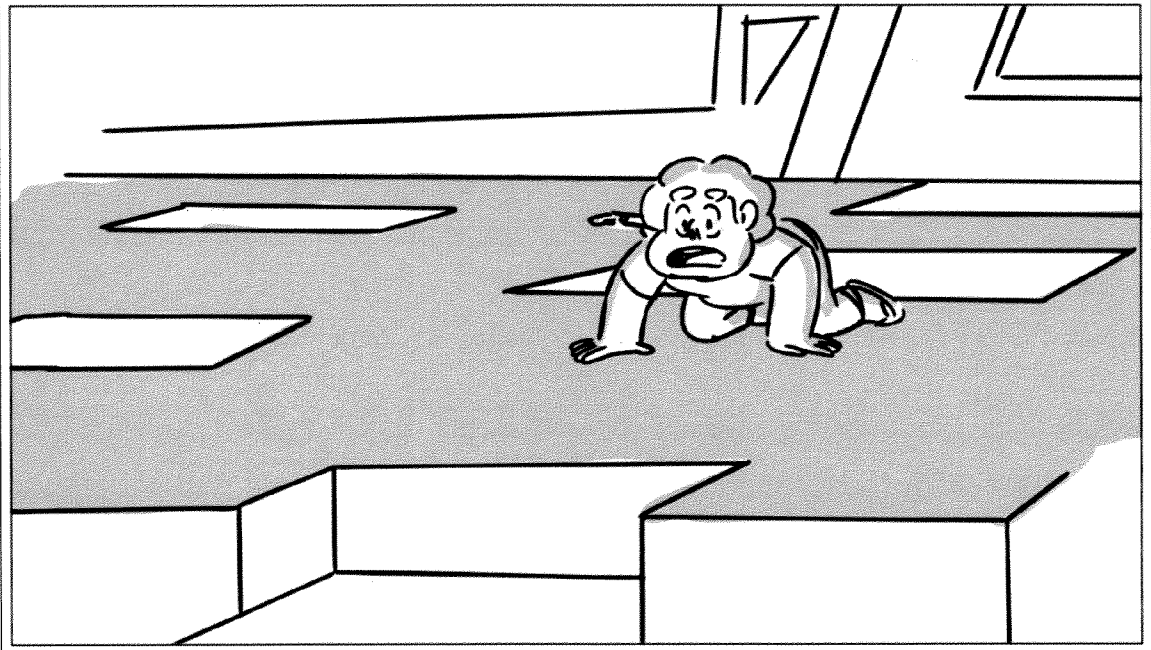
JUN 10 2013

Scene	Panel
76_A	cont 4



Slugging
1.04

Scene	Panel
77	1



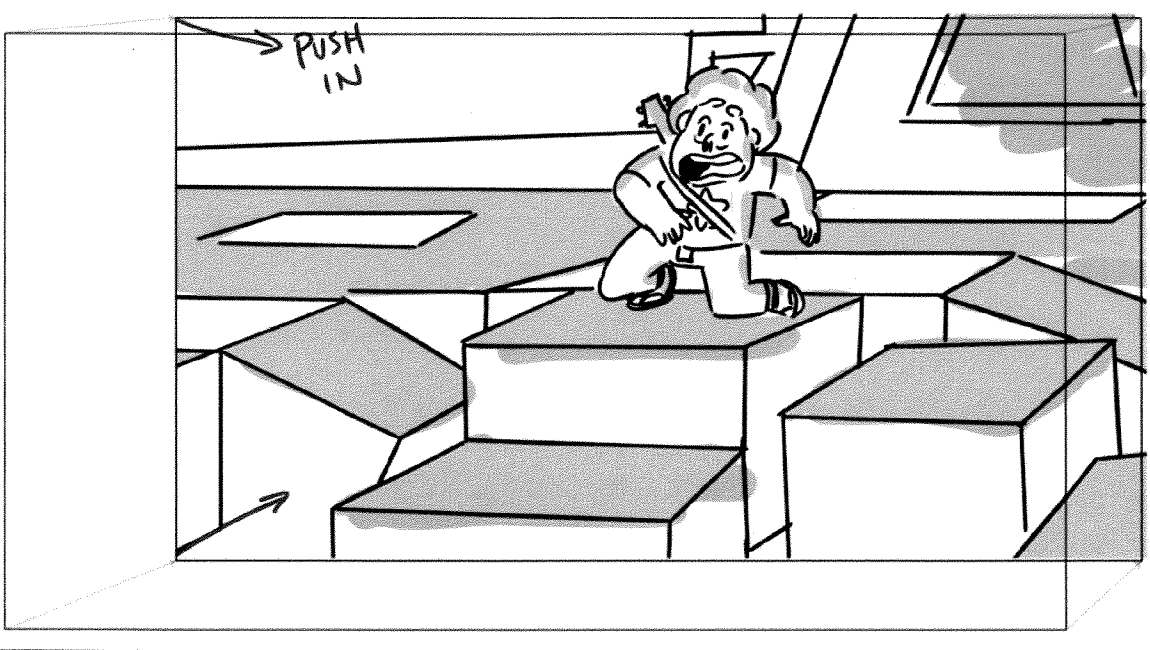
Slugging
1.11

JUN 10 2013

1020-007

1020-007

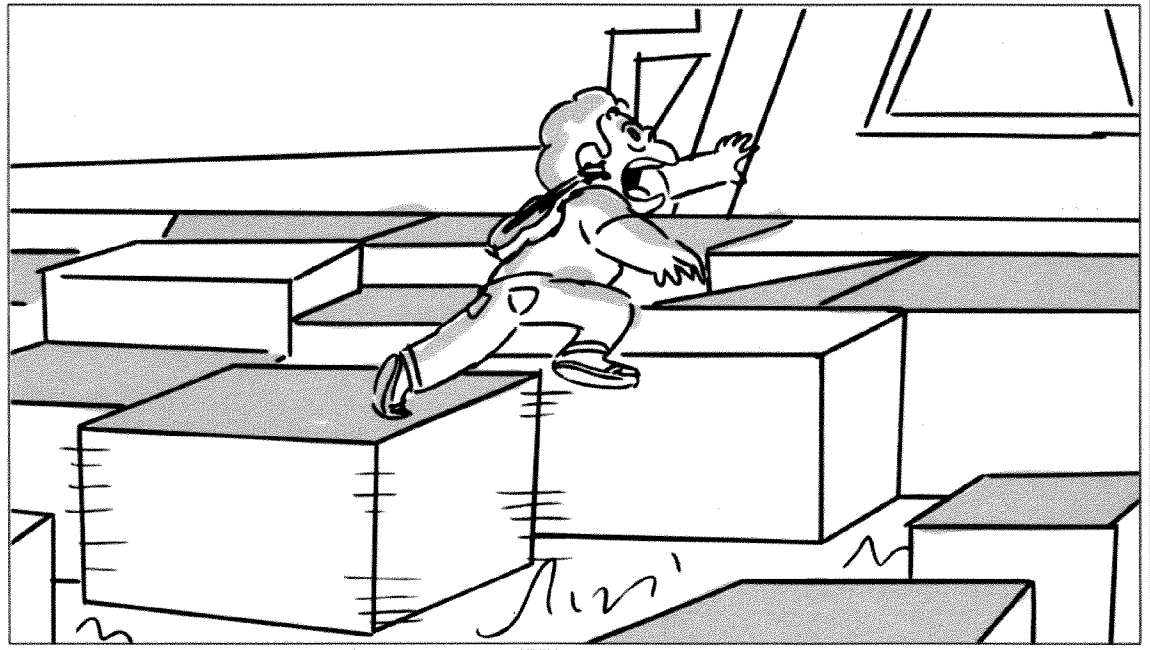
Scene 77 Panel 2



Dialog
STEVEN: <SCREAMING>

Slugging
0.11
Quick ADJ then HOLD.

Scene 77 Panel 3



Dialog
STEVEN: <SCREAMING>

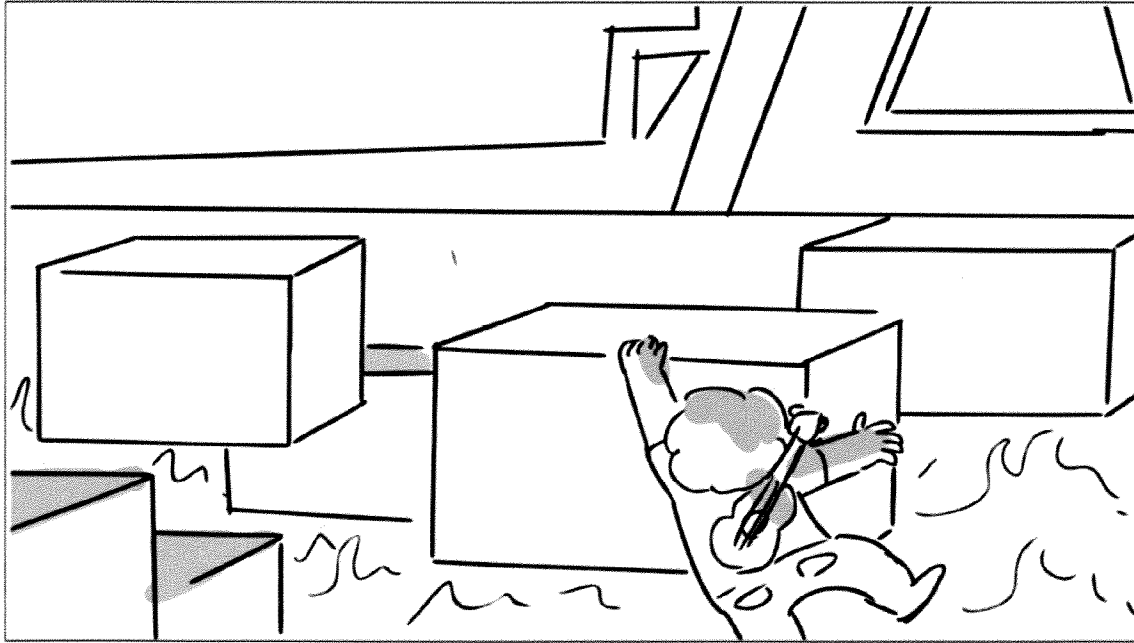
Slugging
0.12
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
77	cont 4



Dialog
STEVEN: <STRUGGLING NOISES>

Slugging
0.12

Scene	Panel
78	1



Dialog
STEVEN: <STRUGGLING NOISES>

Slugging
0.09

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
78	CONT 2



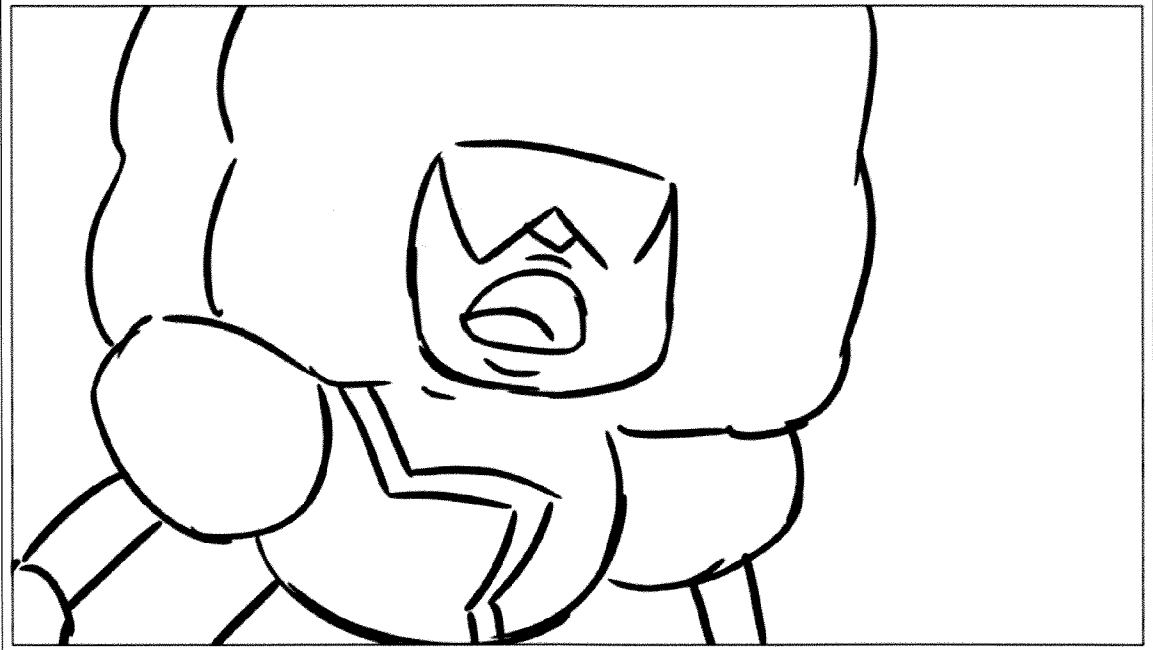
Dialog

STEVEN: <STRUGGLING NOISES>

Slugging

2.01

Scene	Panel
79	1



Dialog

GARNET: STEVEN!

Slugging

1.08

JUN 10 2013

1020.007

1020.007

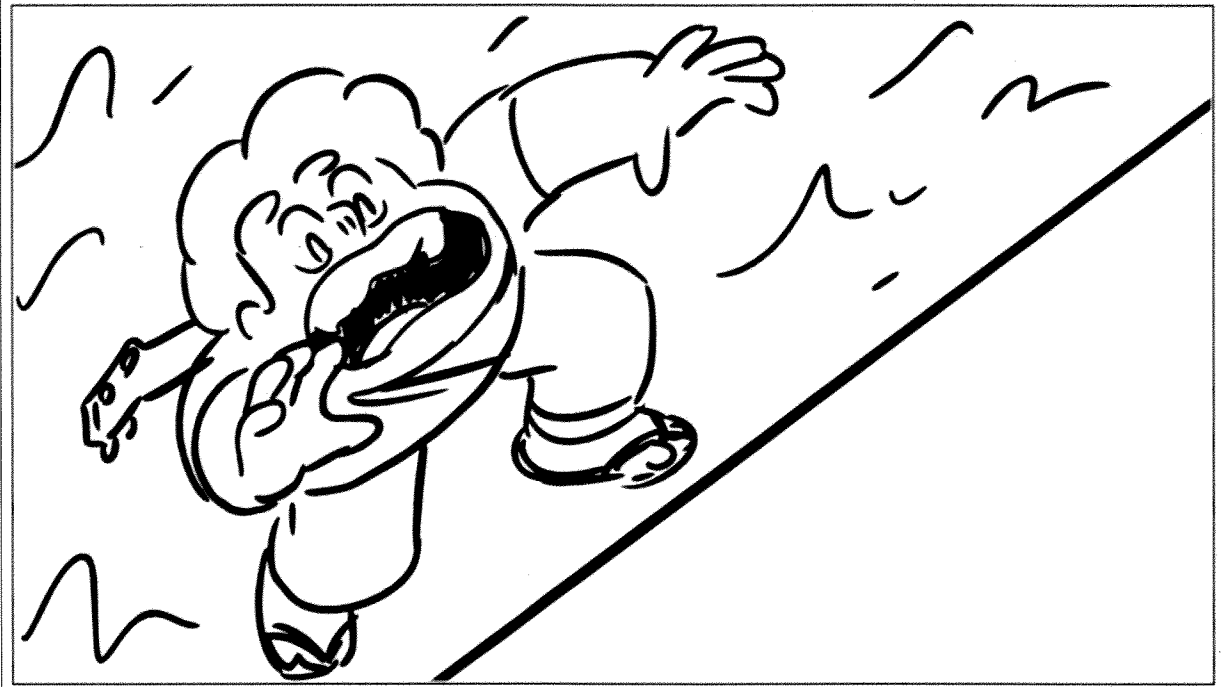
Scene	Panel
80	1



Dialog
STEVEN: <STRUGGLING NOISES>

Slugging
3.03

Scene	Panel
80	2

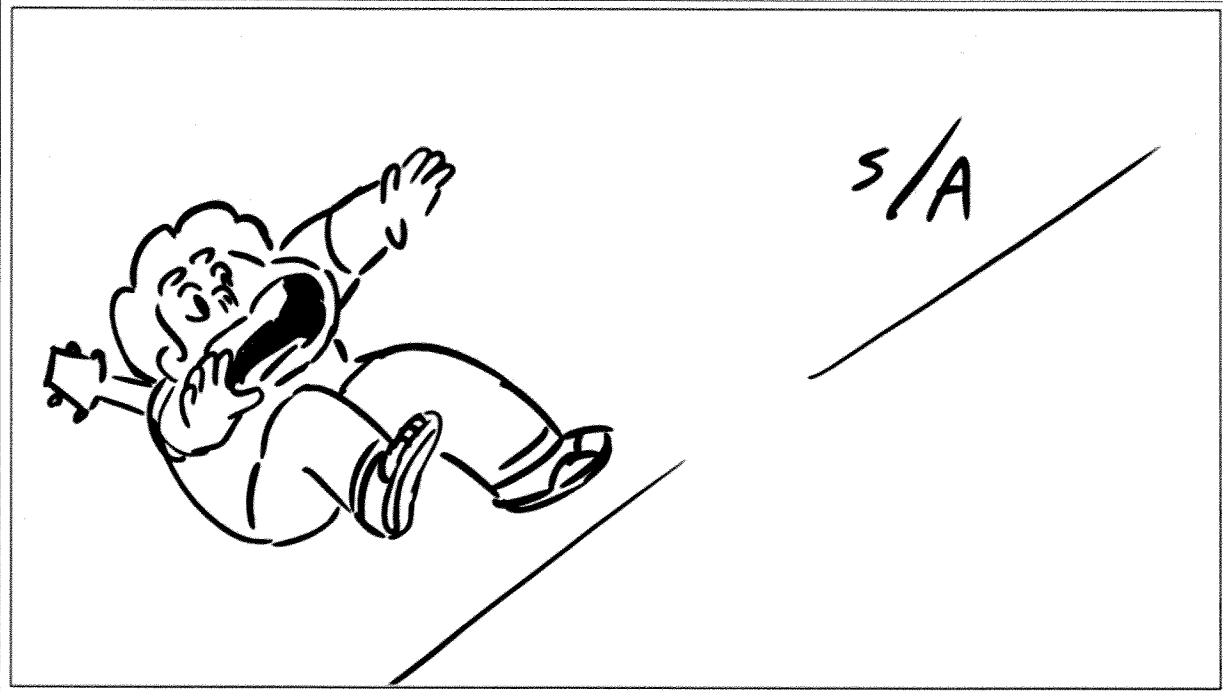


Dialog
STEVEN: <SCREAMING>

Slugging
0.12

JUN 10 2013

Scene	Panel
80	CONT
	3



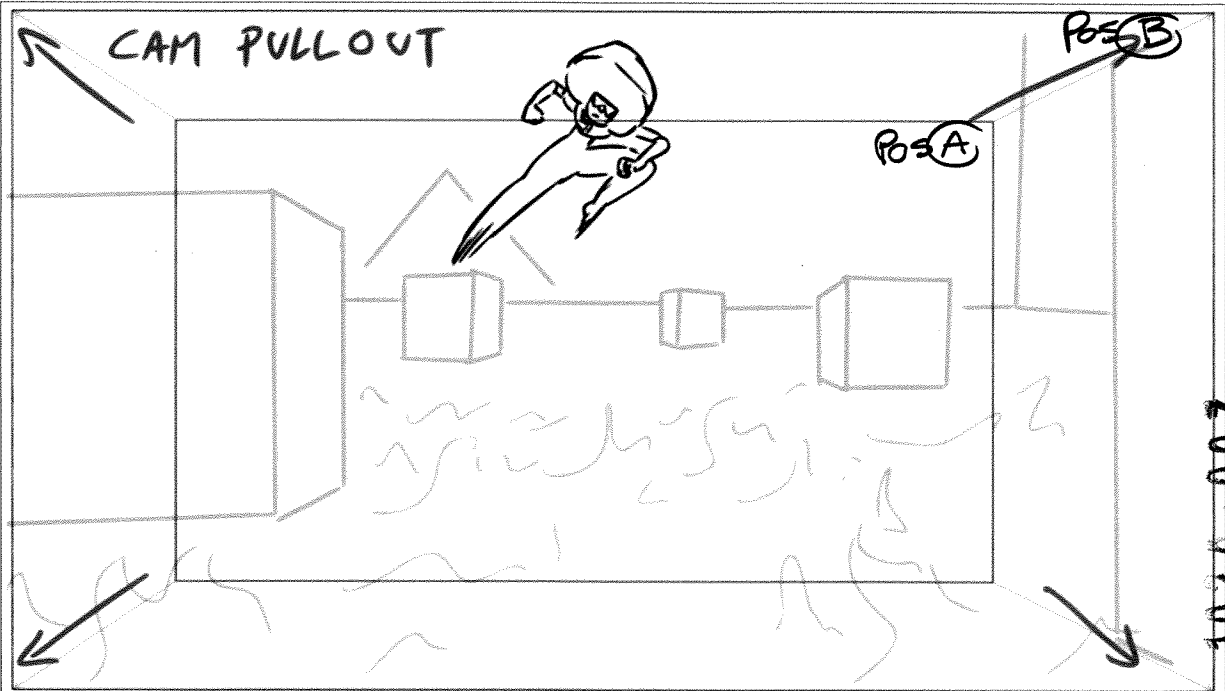
Dialog

STEVEN: <SCREAMING>

Slugging

1.08

Scene	Panel
81	
	1



Action Notes

Pullout

Slugging

ADJ: 0.07

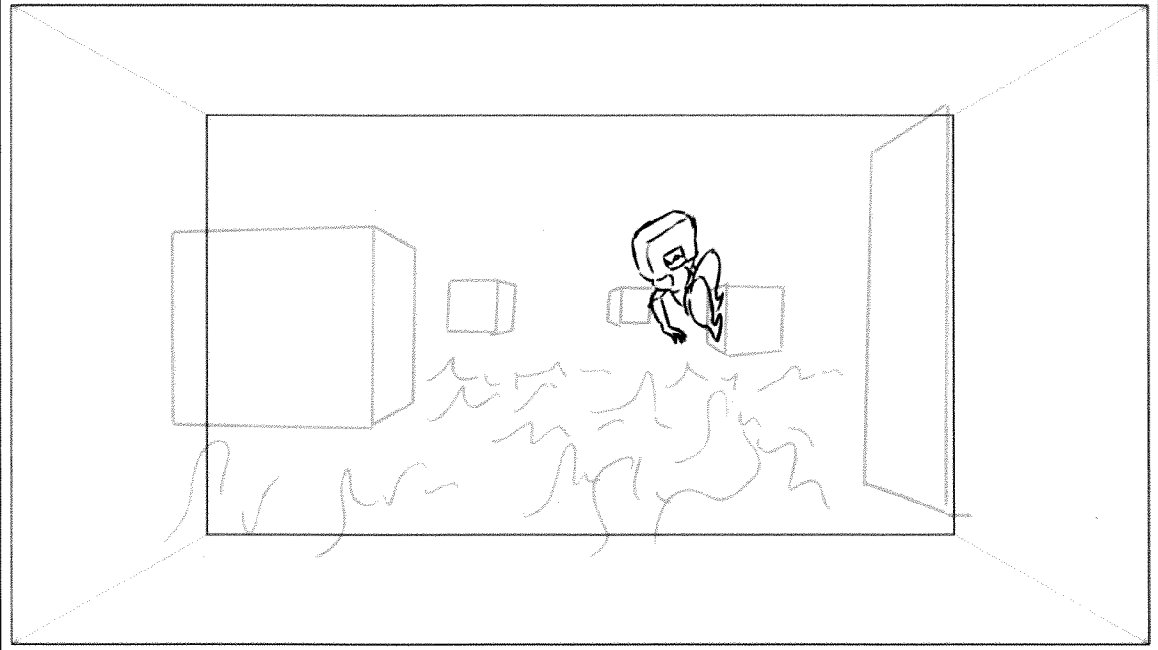
JUN 10 2013

1020-007

1020-007

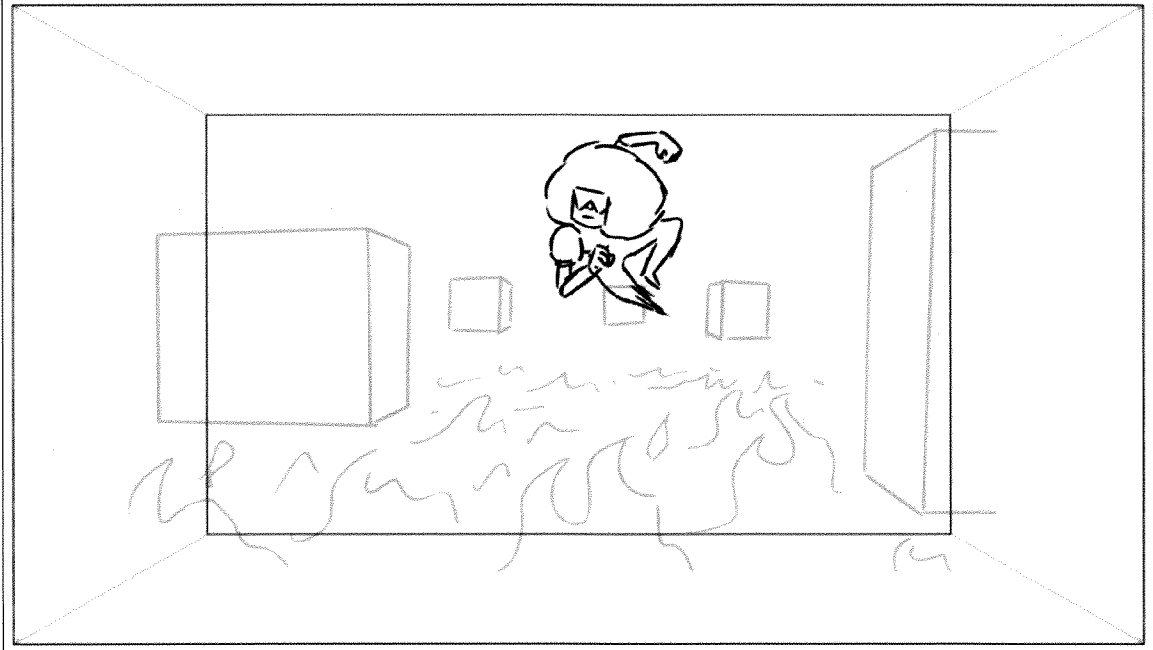
1020-007

Scene	Panel
81	<i>CONT</i>
2	



Slugging
ADJ: 0.04

Scene	Panel
81	<i>CONT</i>
3	



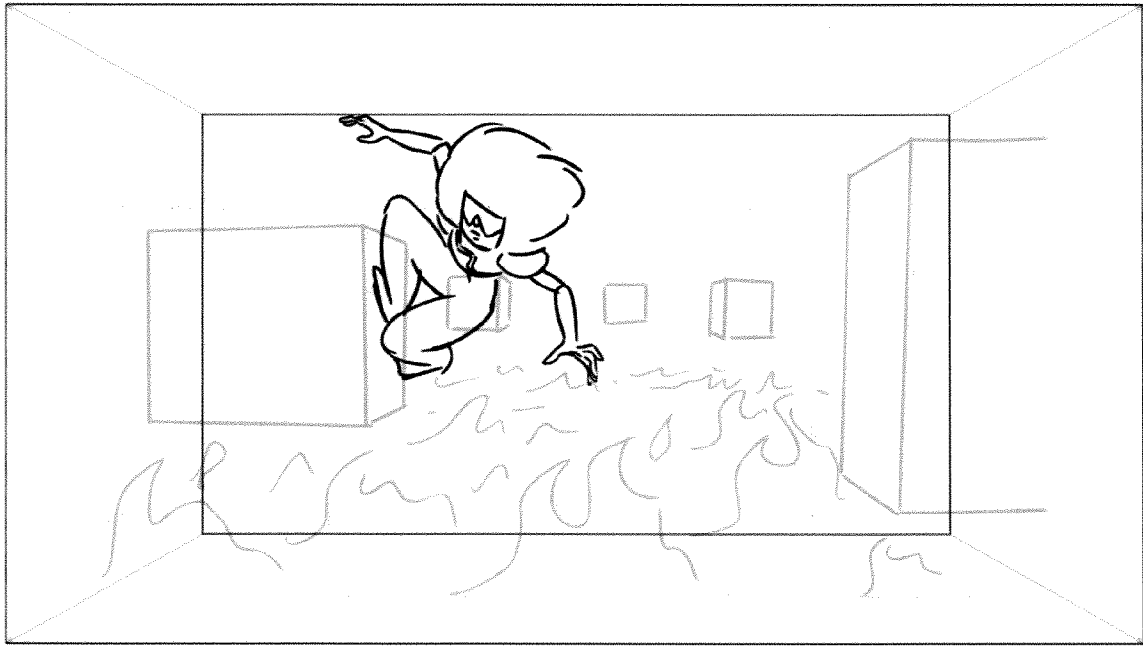
Slugging
ADJ: 0.04

JUN 10 2013

1020-007

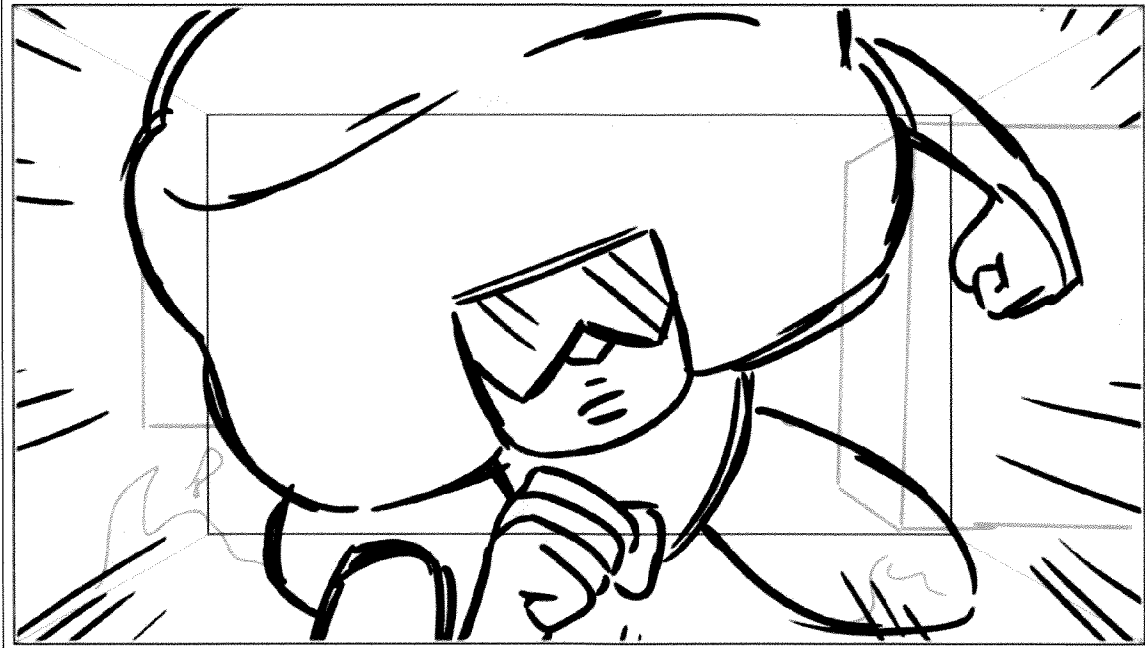
1020-007

Scene	Panel	
81	<i>cont</i>	4



Slugging
ADJ 0.06

Scene	Panel	
81	<i>cont</i>	5

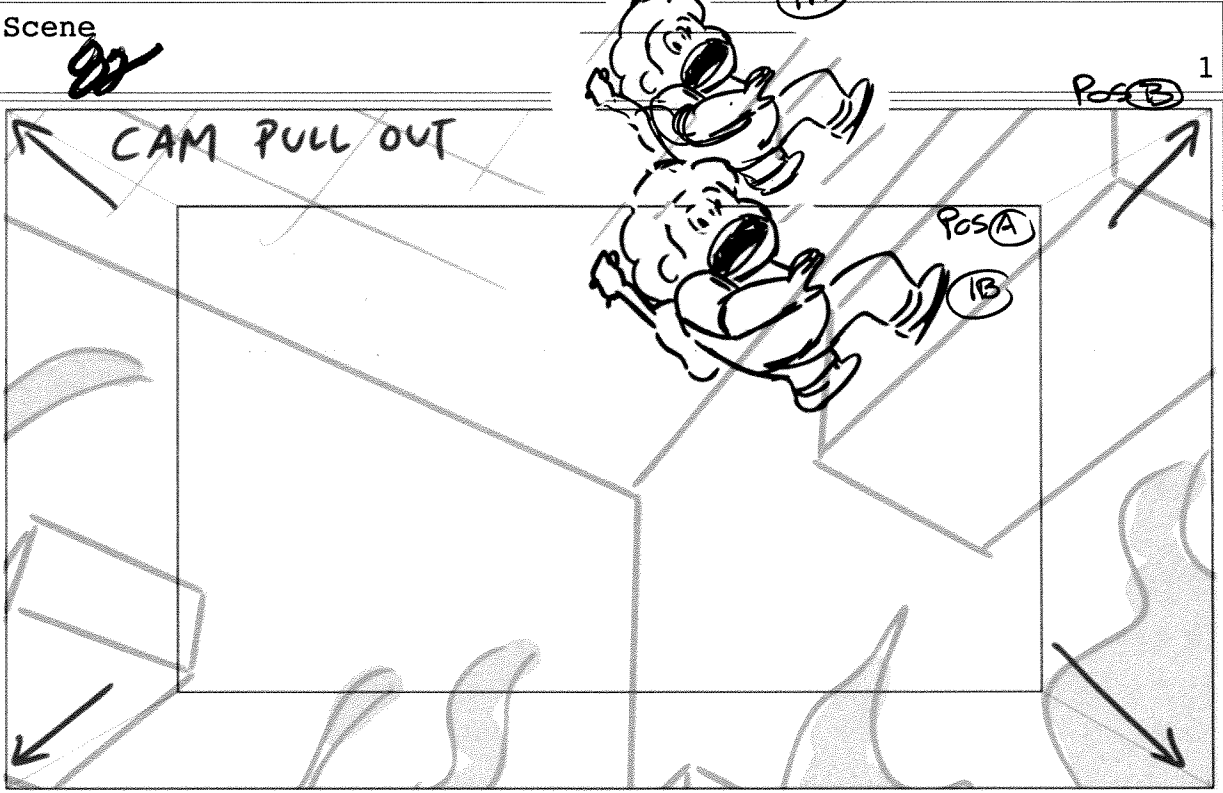


Slugging
0.04

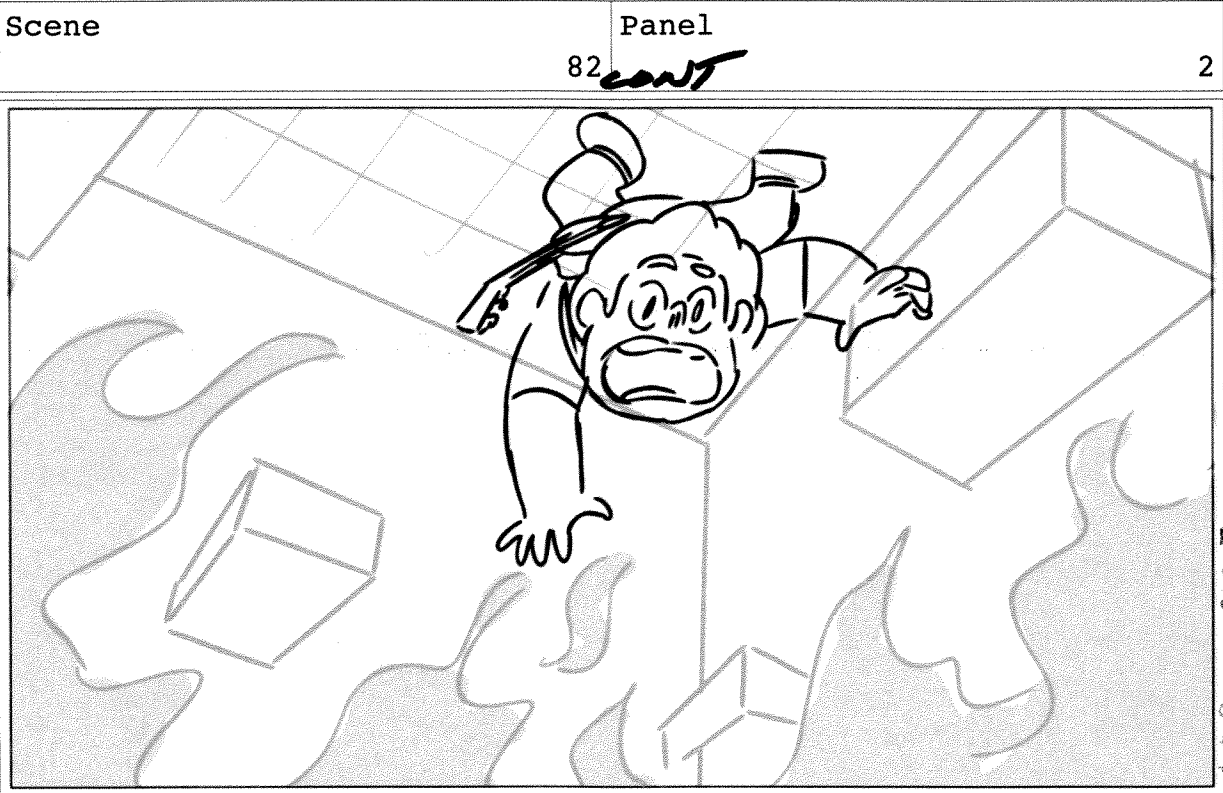
JUN 10 2013

1020-007

1020-007



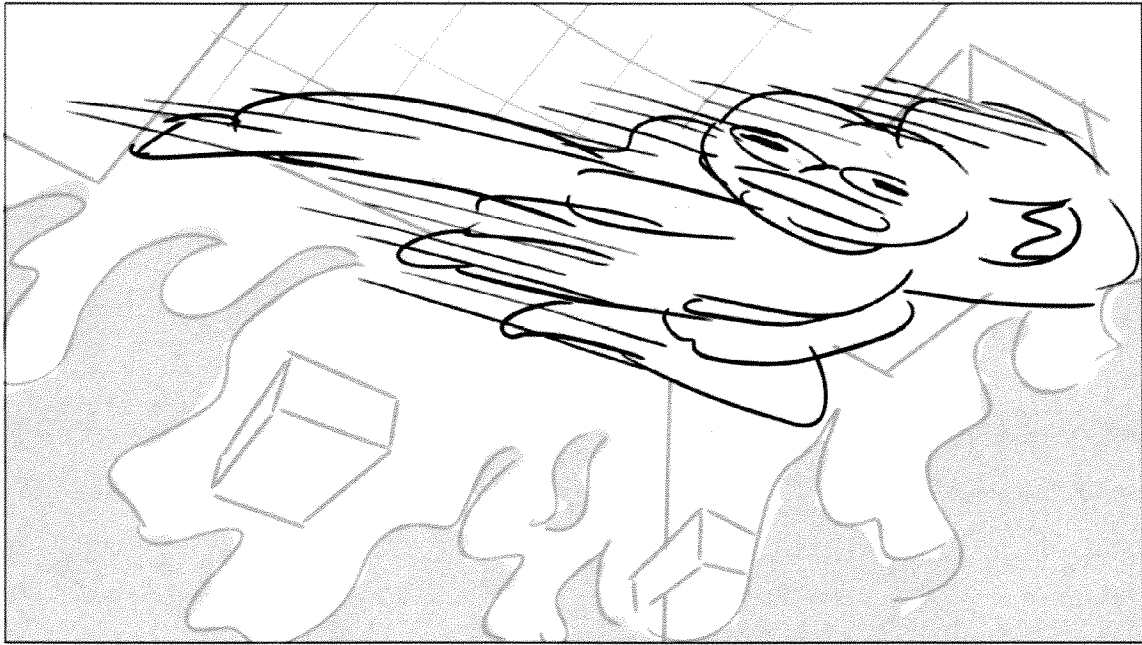
Slugging
ADJ: 0.08



Slugging
0.08

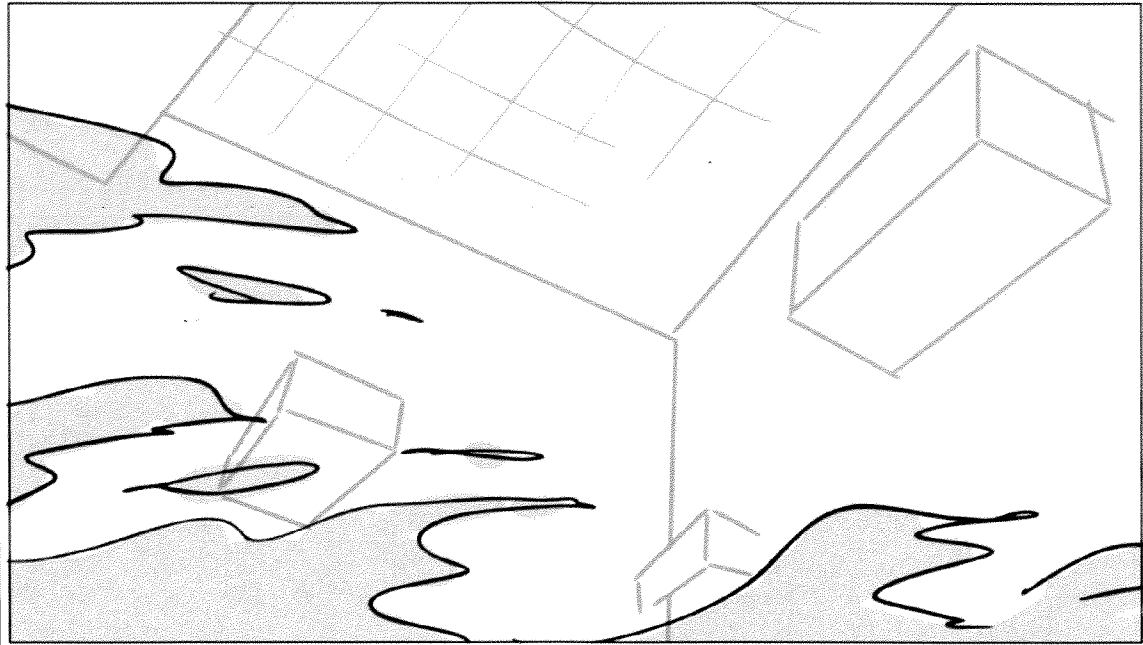
JUN 10 2013

Scene	Panel	
82	<i>CONT</i>	3



Slugging
0.04

Scene	Panel	
82	<i>CONT</i>	4



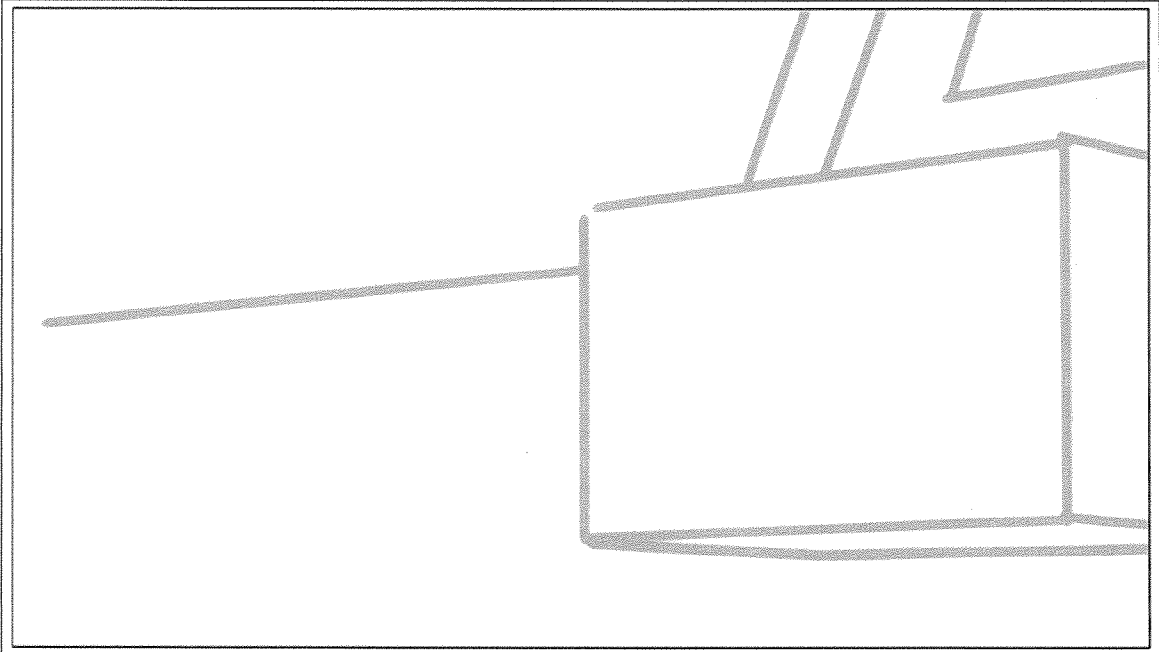
Slugging
0.10

JUN 10 2013

1020-007

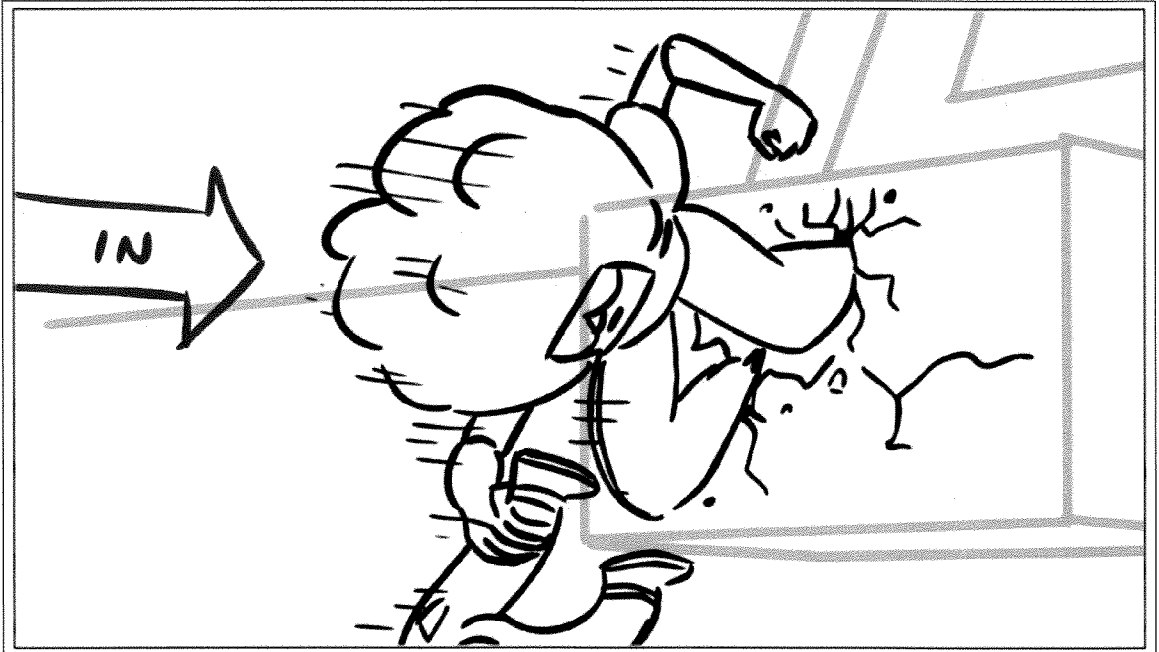
1020-007

Scene	Panel
83	1



Slugging
0.06

Scene	Panel
83	2 <i>cont</i>



Action Notes
Garnet in

Slugging
0.04

JUN 10 2013

1020-007

1020-007

Scene	Panel
83	3



Slugging
1.05


Scene	Panel
84	1




Dialog
STEVEN: <NERVOUS LAUGHING>

Slugging
1.14

JUN 10 2013

Scene	Panel
84	cont 2
	
<p>Dialog</p> <p>STEVEN: <LAUGHING></p>	
<p>Slugging</p> <p>1.03</p>	

Scene	Panel
84	cont 3
	
<p>Dialog</p> <p>STEVEN: WOOOOO!</p>	
<p>Slugging</p> <p>1.09</p>	

JUN 10 2013

1020-007

1020-007

1020-007

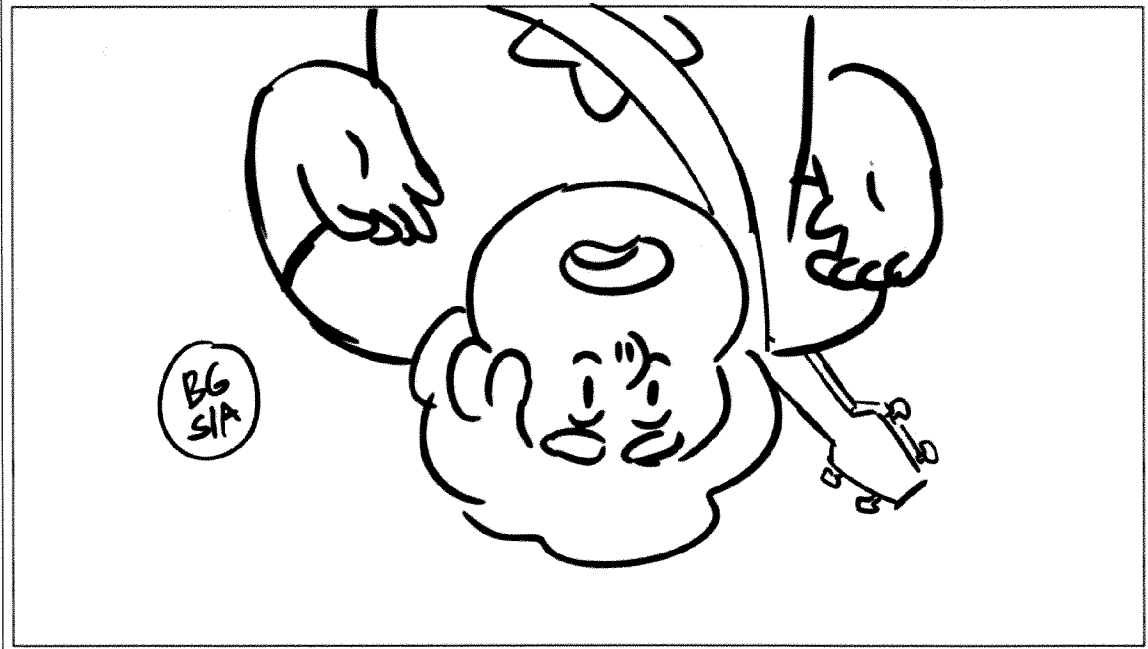
Scene 84 Panel 4



Dialog
STEVEN: THAT WAS...

Slugging
1.12

Scene 84 Panel 5



Dialog
STEVEN: UHH

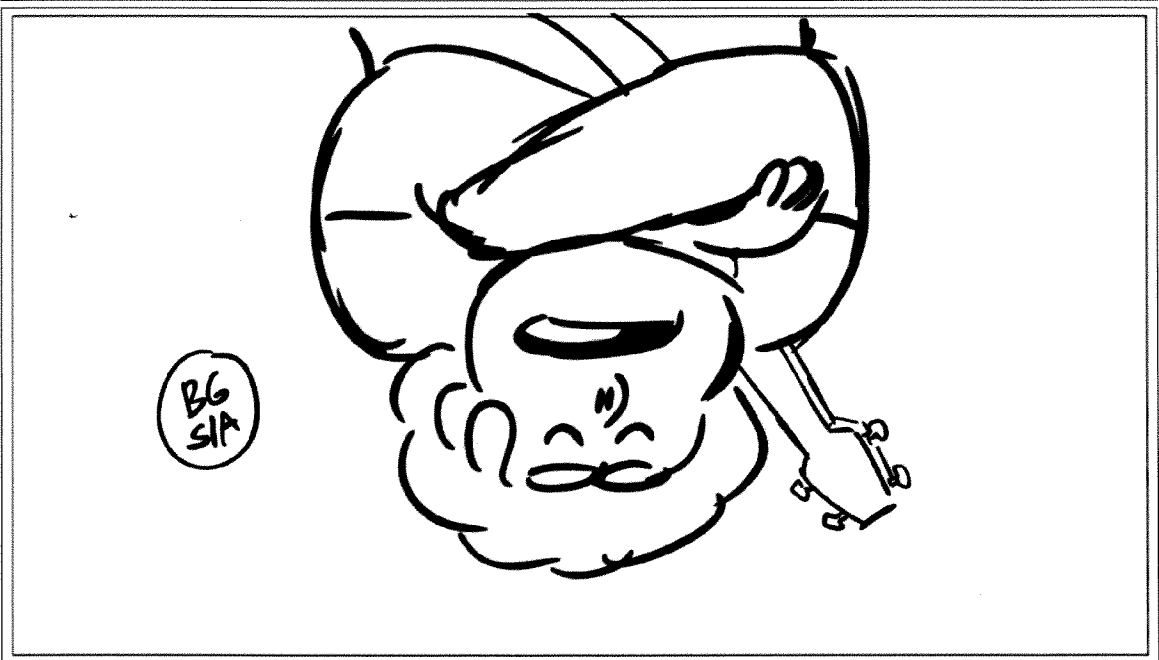
Slugging
1.08

JUN 10 2013

1020-007

1020-007

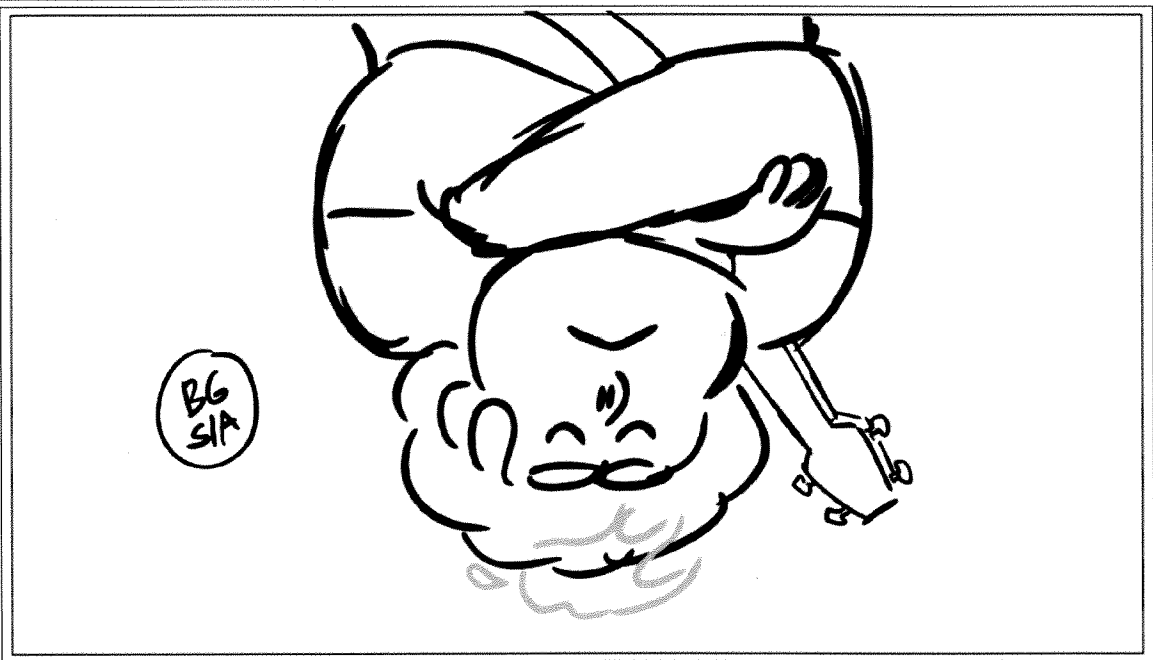
Scene	Panel
84	CONT 6



Dialog
STEVEN: SERIOUSLY DANGEROUS, THANK YOU GARNET.

Slugging
4.08

Scene	Panel
84	CONT 7



Slugging
1.11

JUN 10 2013

1020.007

1020.007

Scene Panel
84 *CONT* 8



Slugging
0.05

Scene Panel
84 *CONT* 9



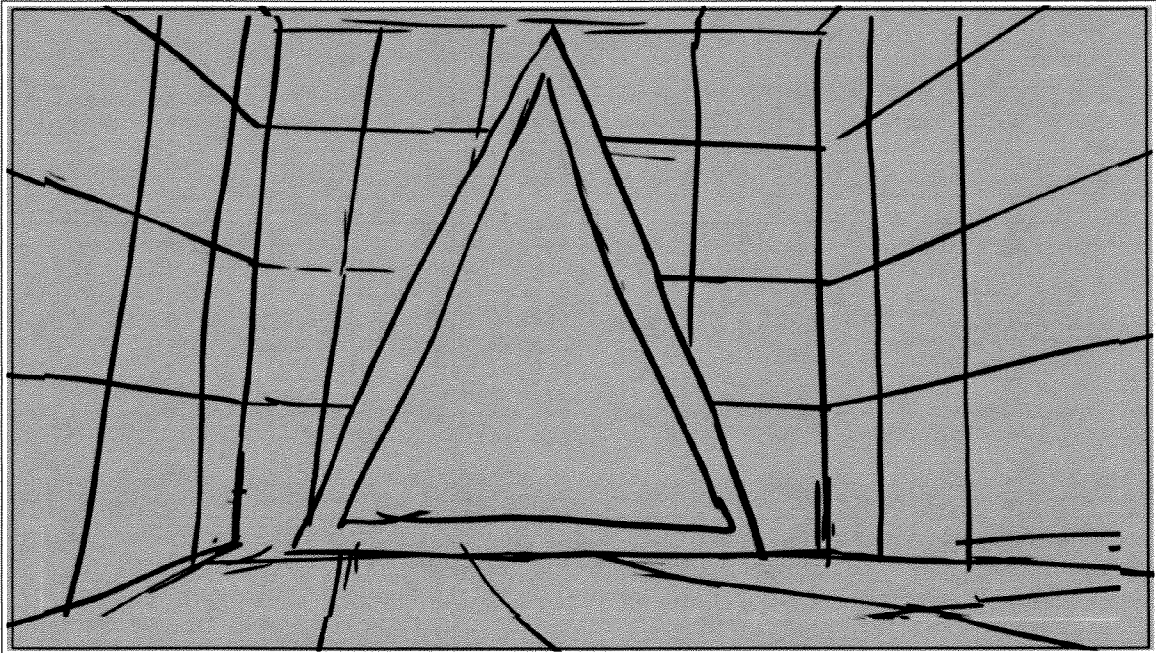
Slugging
0.11

JUN 10 2013

1020-007

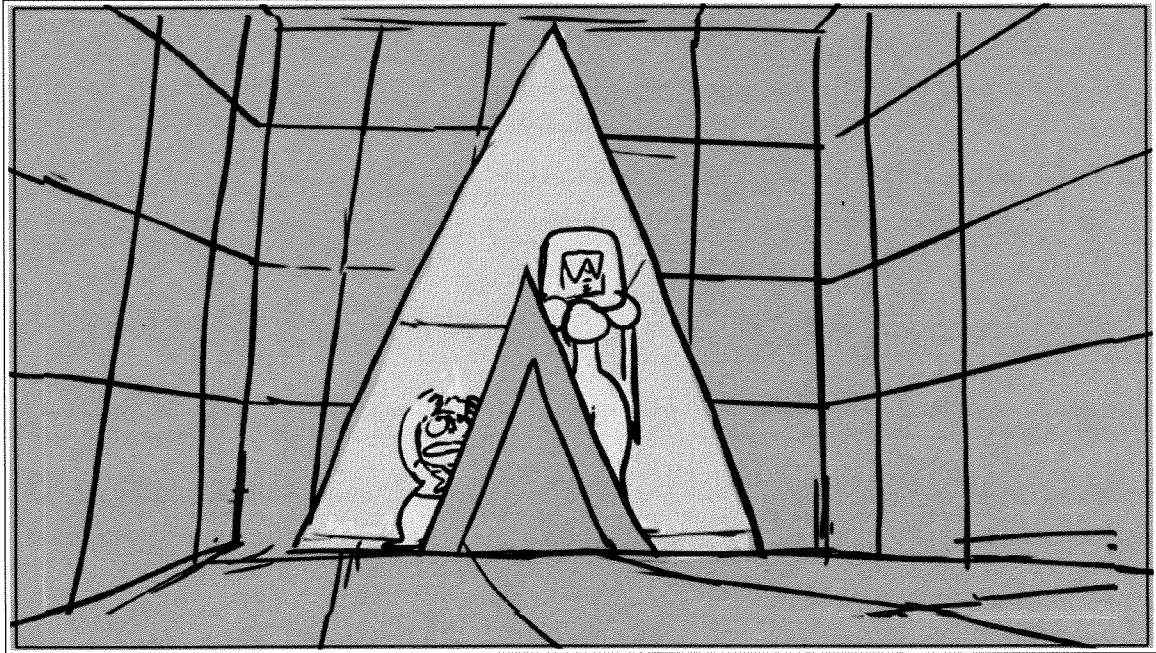
1020-007

Scene	Panel
85	1



Slugging
1.00

Scene	Panel
85	2



Action Notes
Door opens

Steven Trying to pat out fire on his head

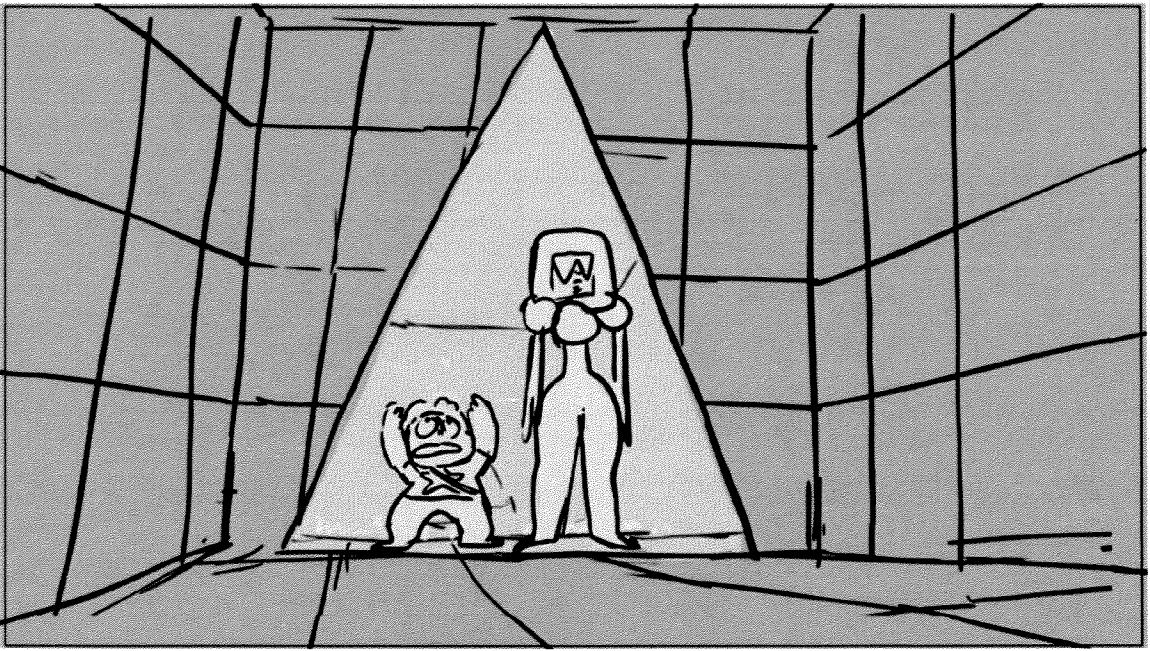
Slugging
0.06

JUN 10 2013

1020-007

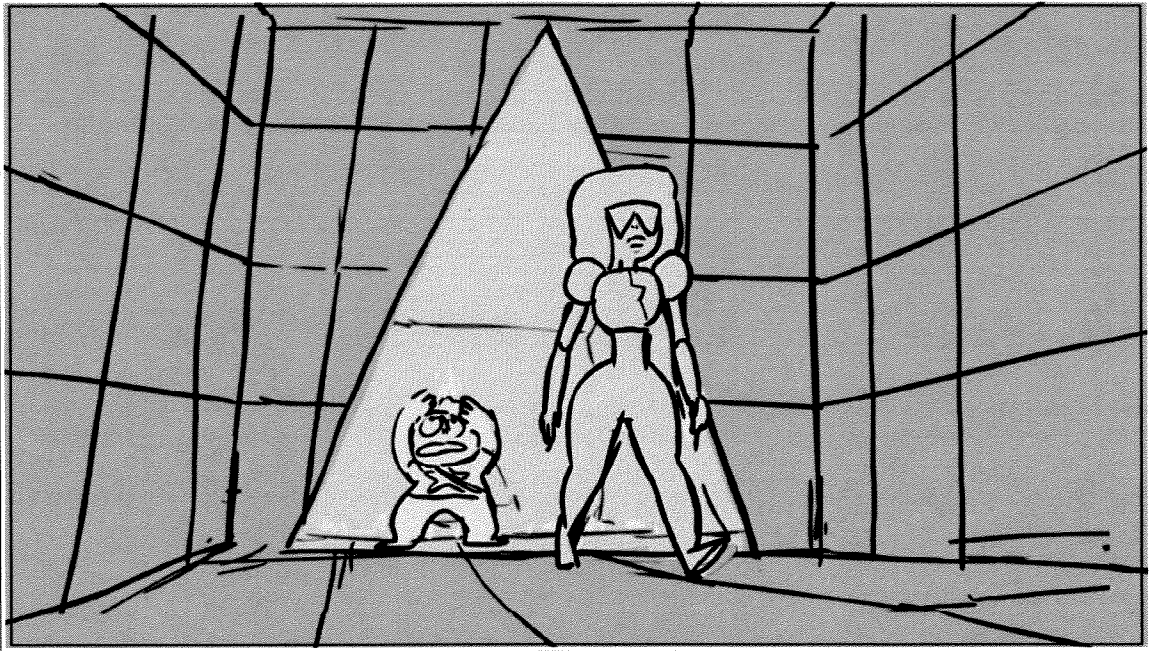
1020-007

Scene	Panel
85	<i>cont</i>
	3



Slugging
0.13

Scene	Panel
85	<i>cont</i>
	4



Slugging
0.08

JUN 10 2013

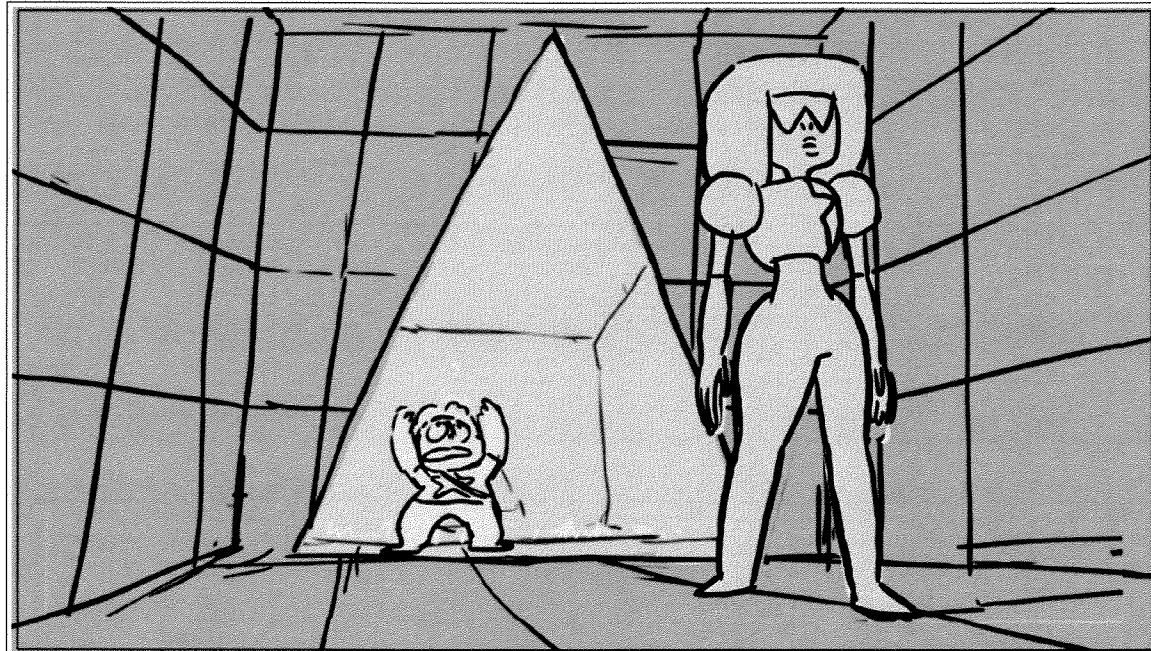
1020-007

1020-007

1020-007

Scene	Panel
85	<i>CONT</i>

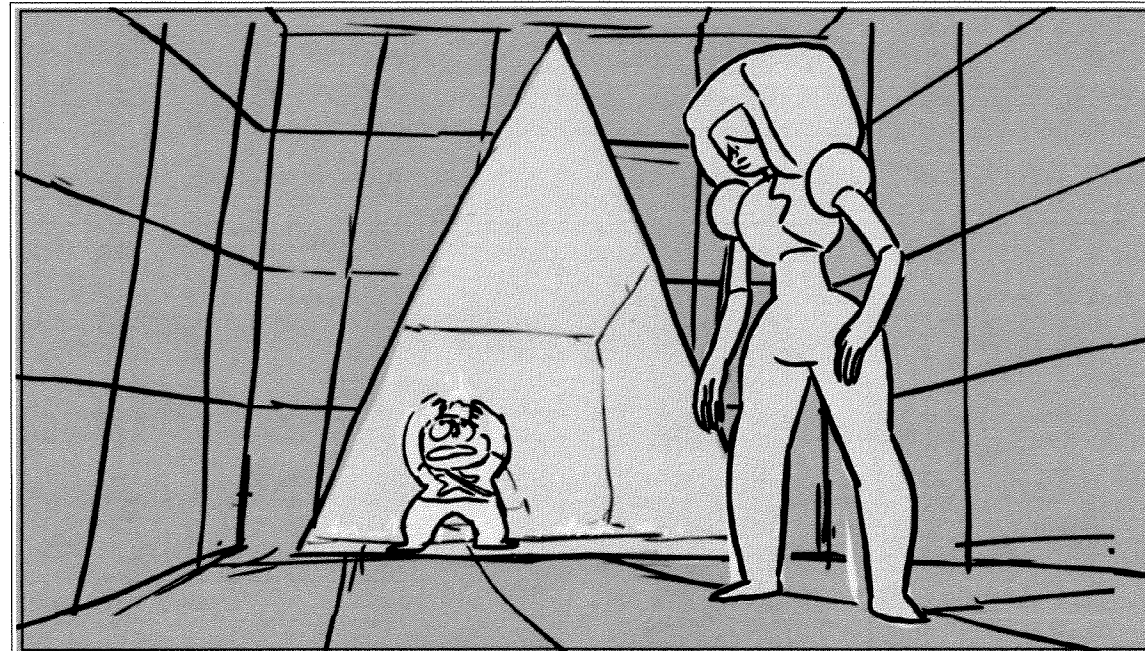
5



Slugging
0.09

Scene	Panel
85	<i>CONT</i>

6



Slugging
0.07

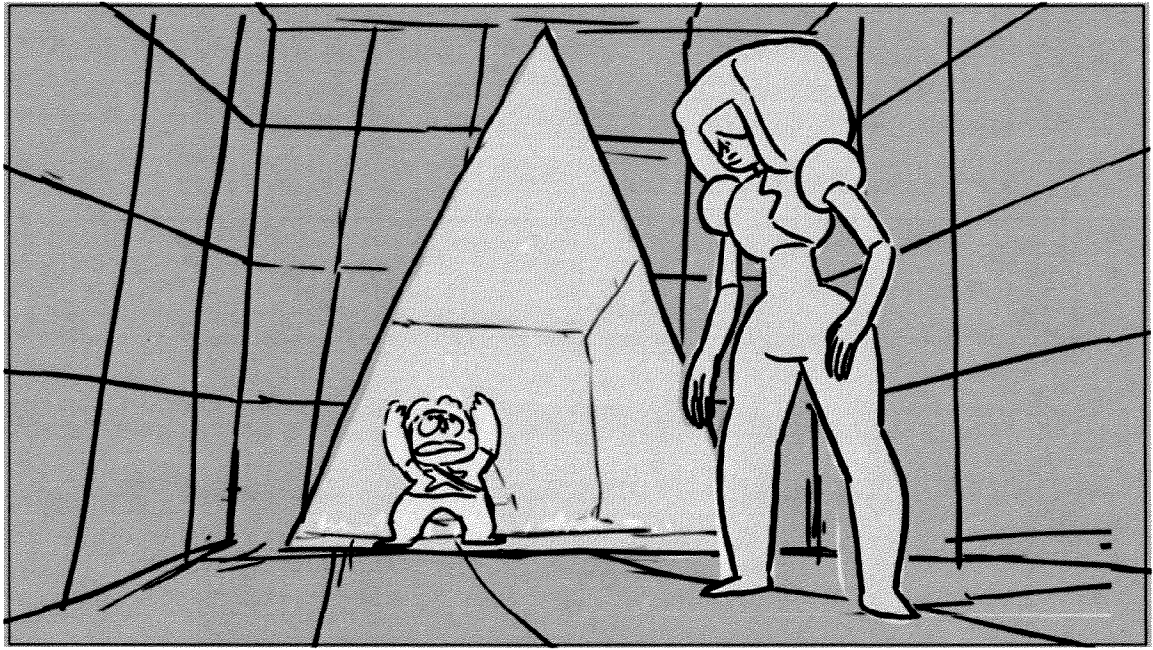
JUN 10 2019

1020-007

1020-007

1020-007

Scene	Panel
85	<i>CONT</i>
	7



Slugging
0.07

Scene	Panel
86	
	1



Slugging
Panels 1 + 2 = 0.05

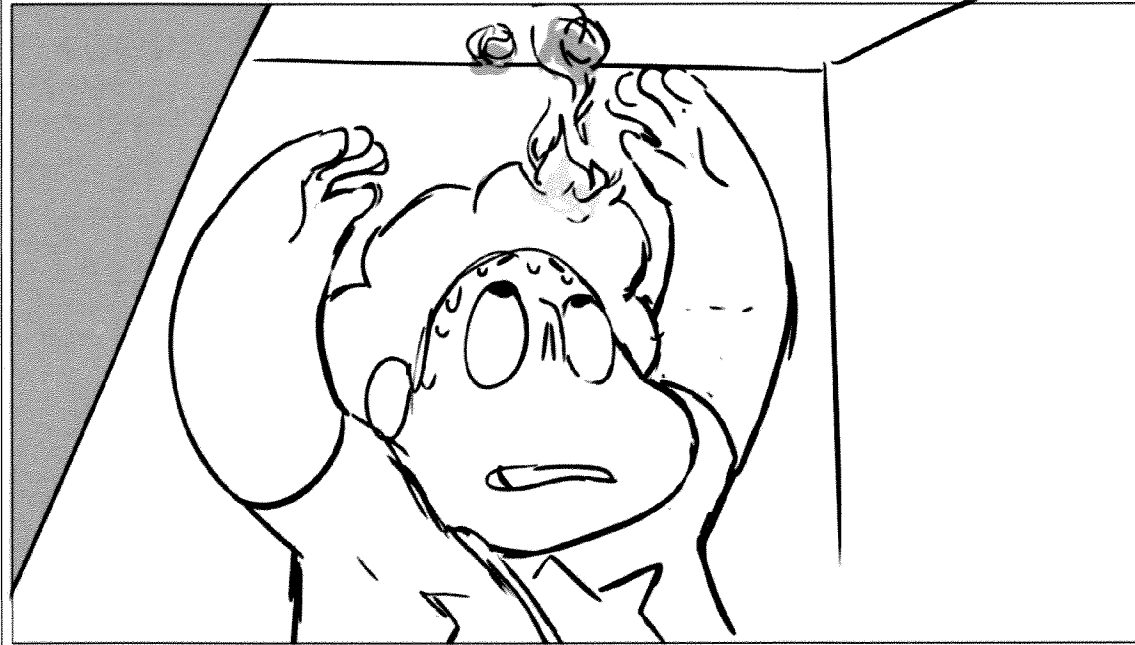
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
	86 <i>cont</i>
	2



Scene	Panel
	86 <i>cont</i>
	3

**Action Notes**

Steven pats out the last bit of his hair that is burning

Slugging

0.06

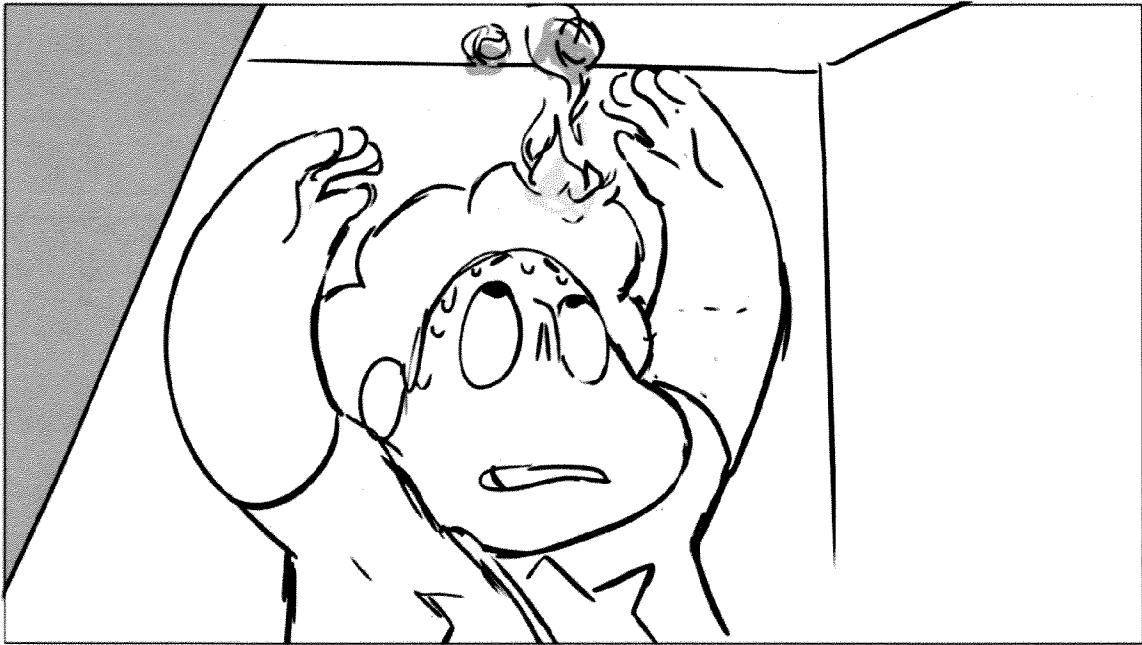
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel	
	86	<i>CONT</i>
		4



Slugging
0.03

Scene	Panel	
	86	<i>CONT</i>
		5



Slugging
0.06

JUN 10 2013

1020-007

1020-007

1020-007

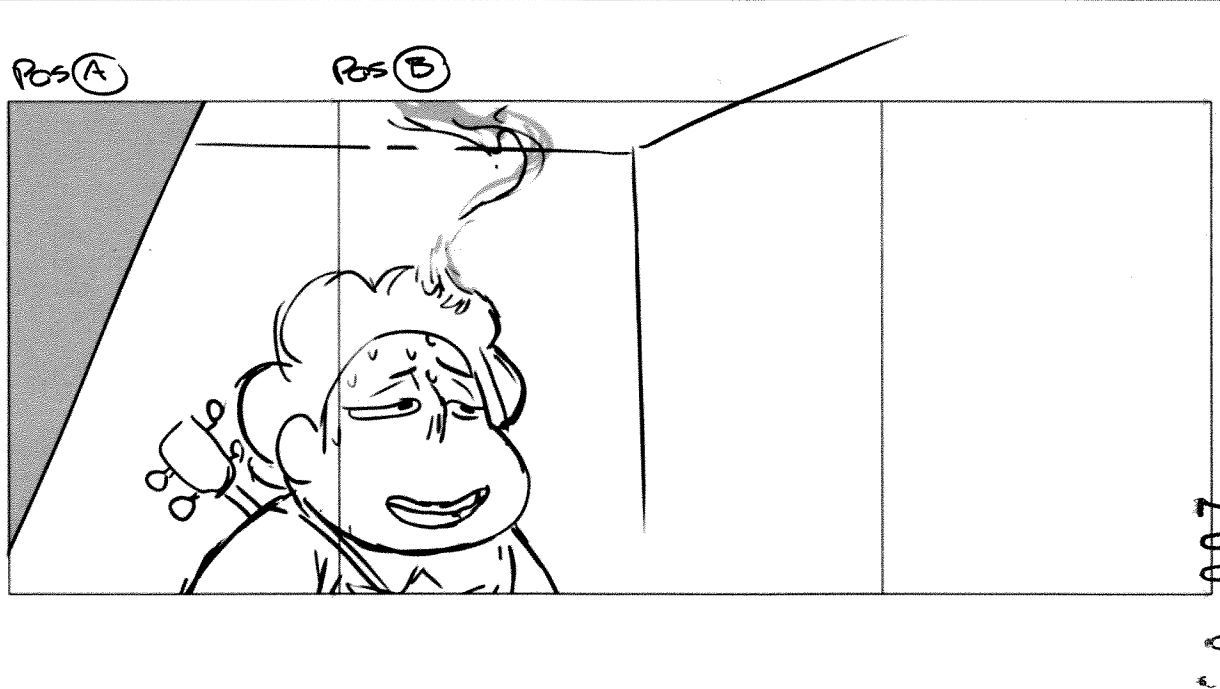
Scene 86 *CONT* Panel 6



Action Notes
Fire in steven's hair goes out

Slugging
0.09

Scene 86 *CONT* Panel 7



Dialog
STEVEN: <SIGH OF RELIEF>

Slugging
Panels 7 to 13 = ADJ 3.14
ADJ: 0.07
JUN 10 2013

Scene	Panel
86	CONT

8



Slugging
ADJ: 0.11

Scene	Panel
86	CONT

9



Slugging
ADJ: 0.07

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel	
	86	<i>CONT</i> 10



Slugging
ADJ: 0.09

Scene	Panel	
	86	<i>CONT</i> 11



Slugging
ADJ: 0.08

JUN 10 2013

1020.007

1020.007

Scene	Panel
86	12

86

CONT

12



Action Notes

Door closes behind Steven

Slugging

ADJ: 0.06

JUN 10 2019

1020.007

1020.007

1020.007

Scene	Panel	
	86	13

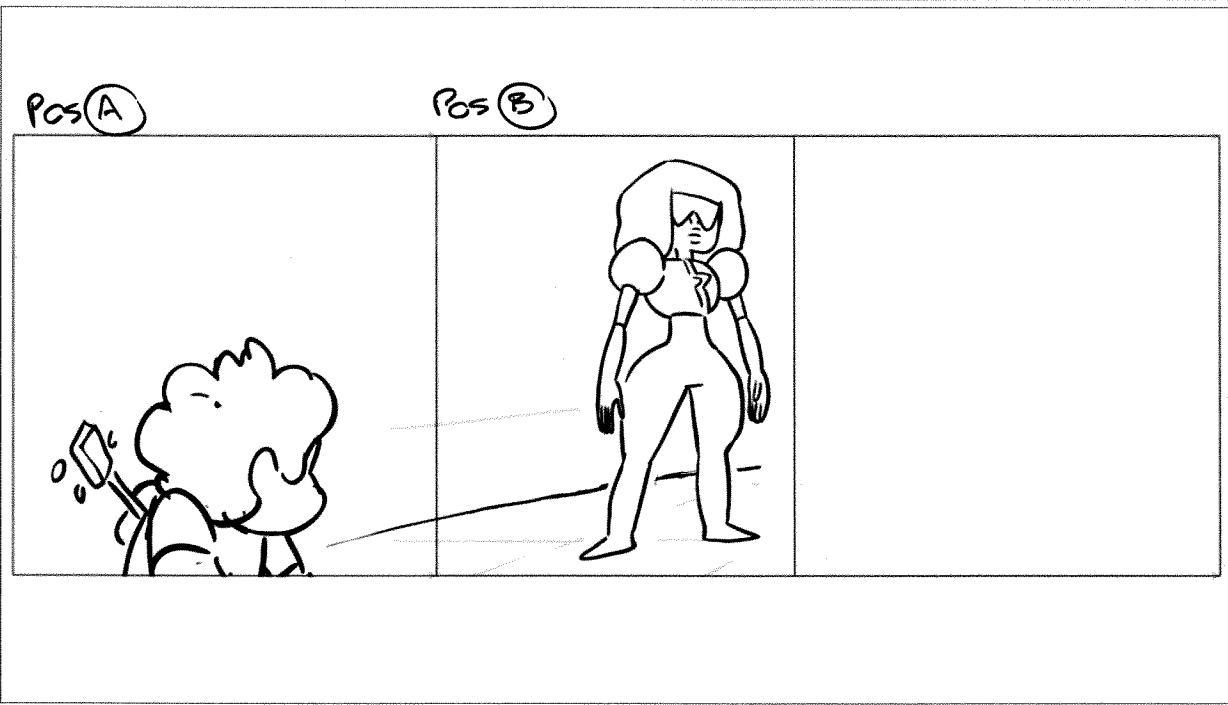
cont



Dialog
STEVEN: (*REACTION TO DOOR SLAMMING BEHIND HIM) GYEAH!

Slugging
ADJ: 0.14
JUN 10 2013

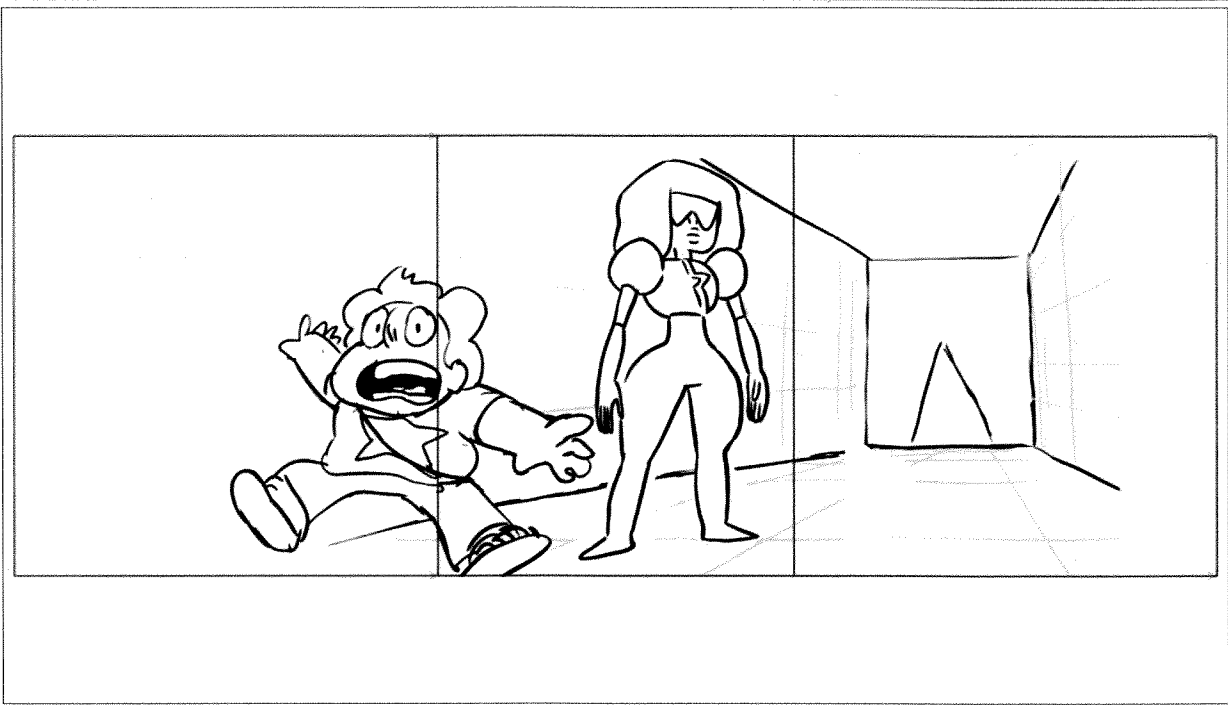
Scene	Panel
87	1



Slugging
Panels 1 to 4 = ADJ: 2.09

ADJ: 0.04

Scene	Panel
87	2



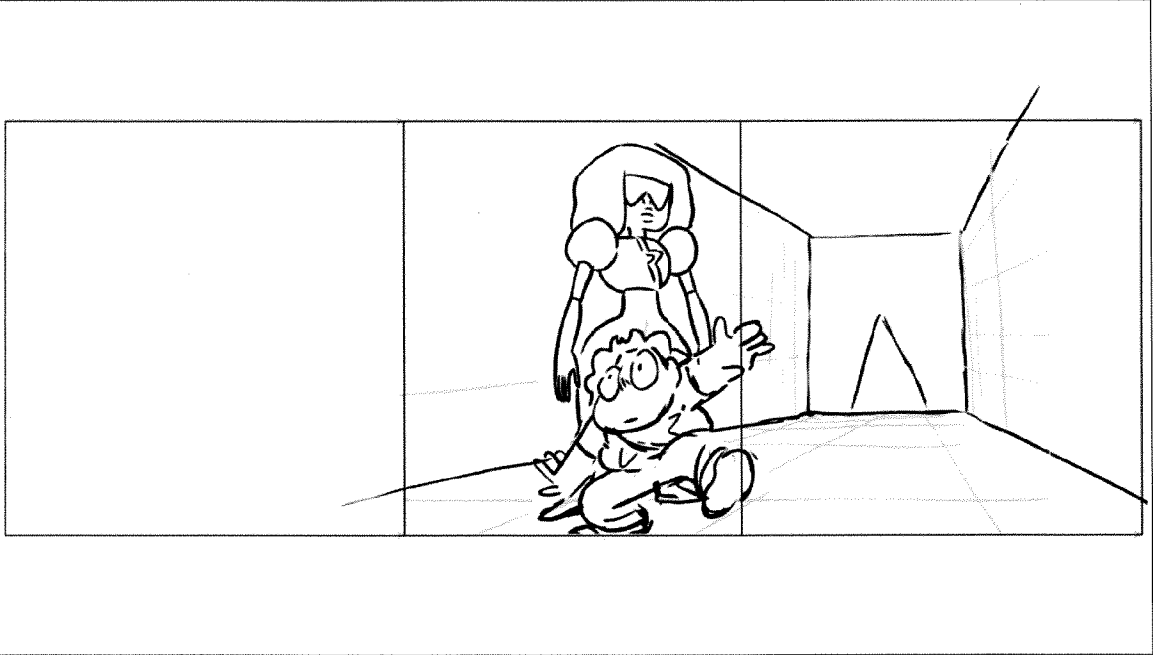
Slugging
ADJ: 0.06

JUN 10 2013

1020-007

1020-007

Scene	Panel
87	3



Slugging
ADJ: 0.09

1020-007

1020-007

JUN 10 2013

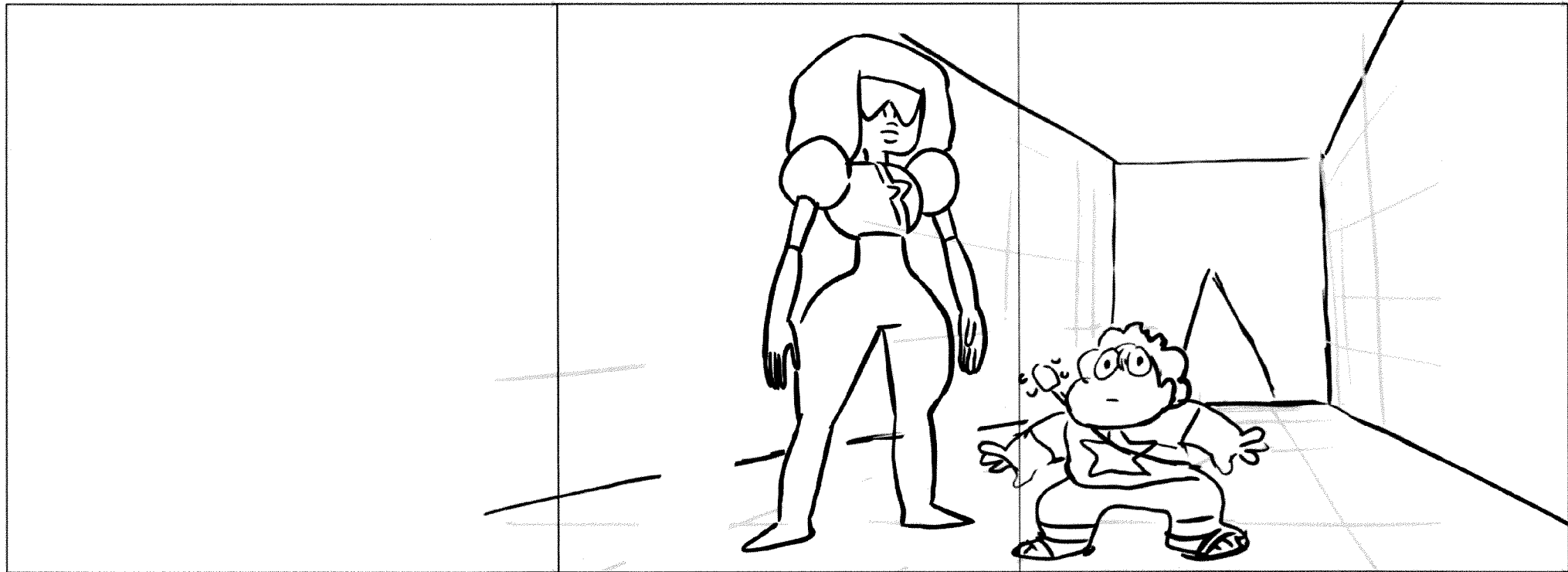
1020-007

Scene

Panel

87 *CONT*

4



Slugging

ADJ then HOLD: 1.06

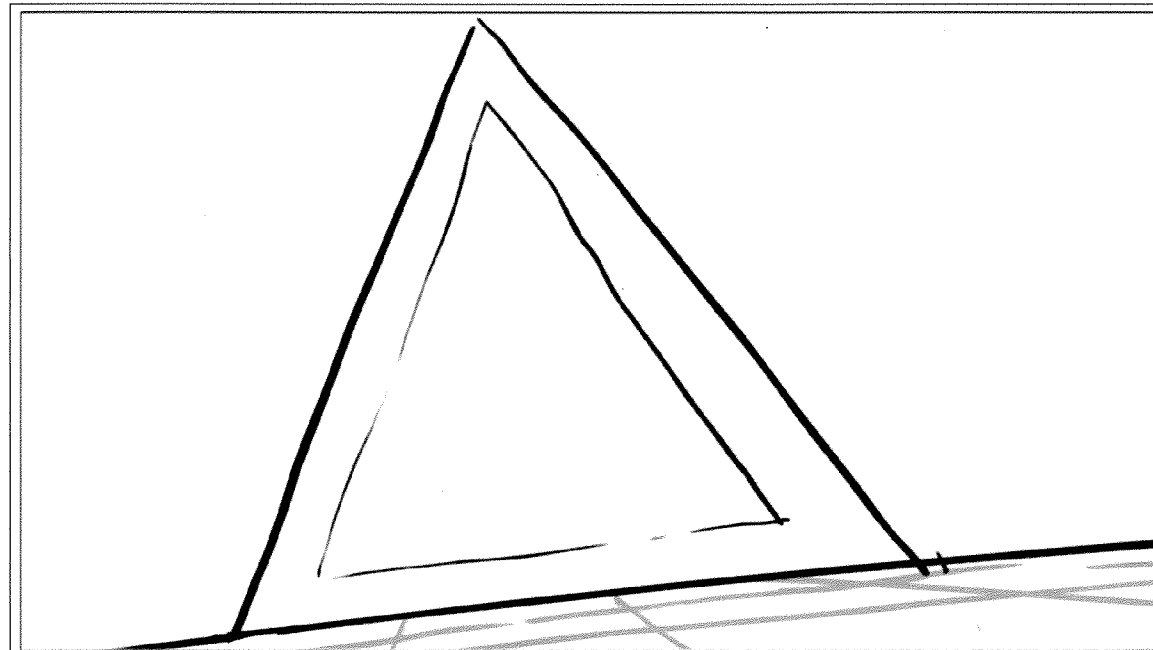
JUN 10 2013

1020-007

1020-007

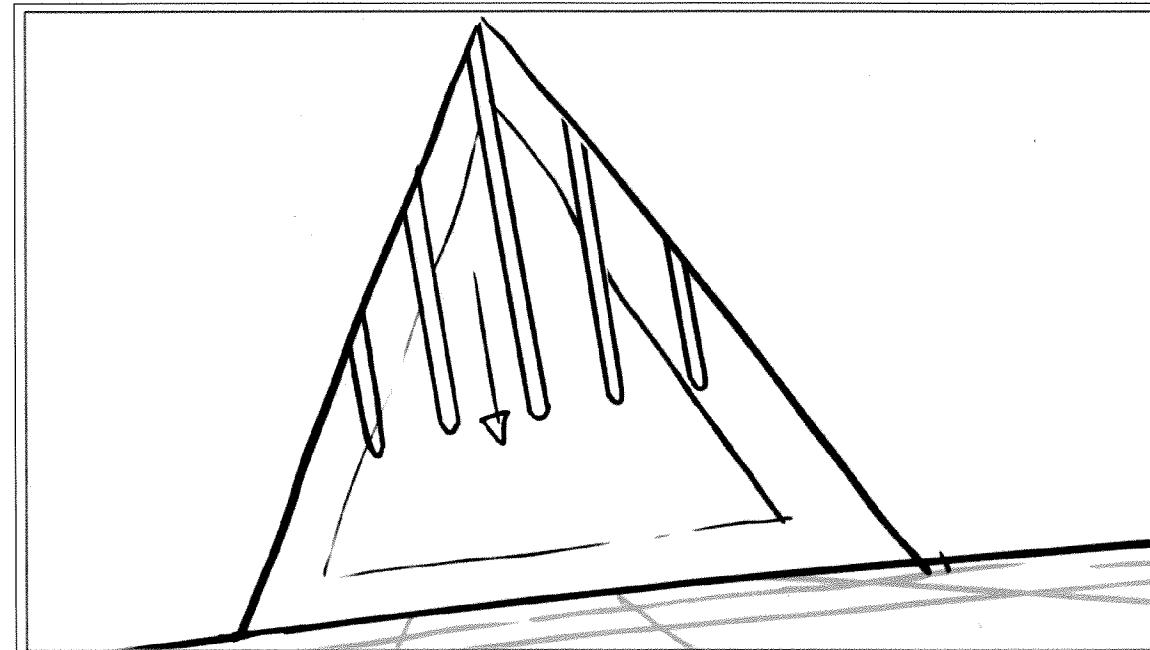
1020-007

Scene	Panel
88	1



Slugging
0.07

Scene	Panel
88	2

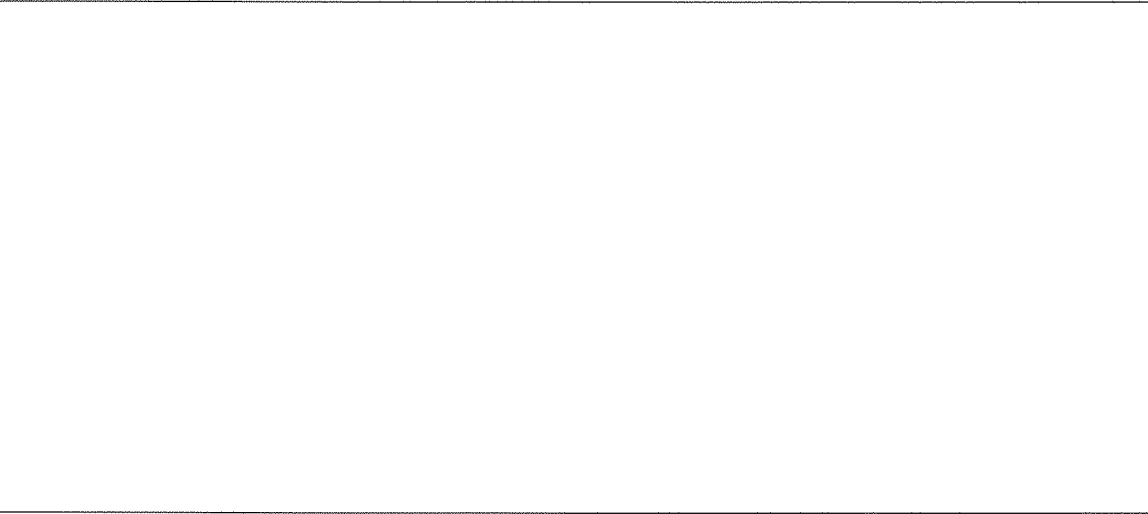
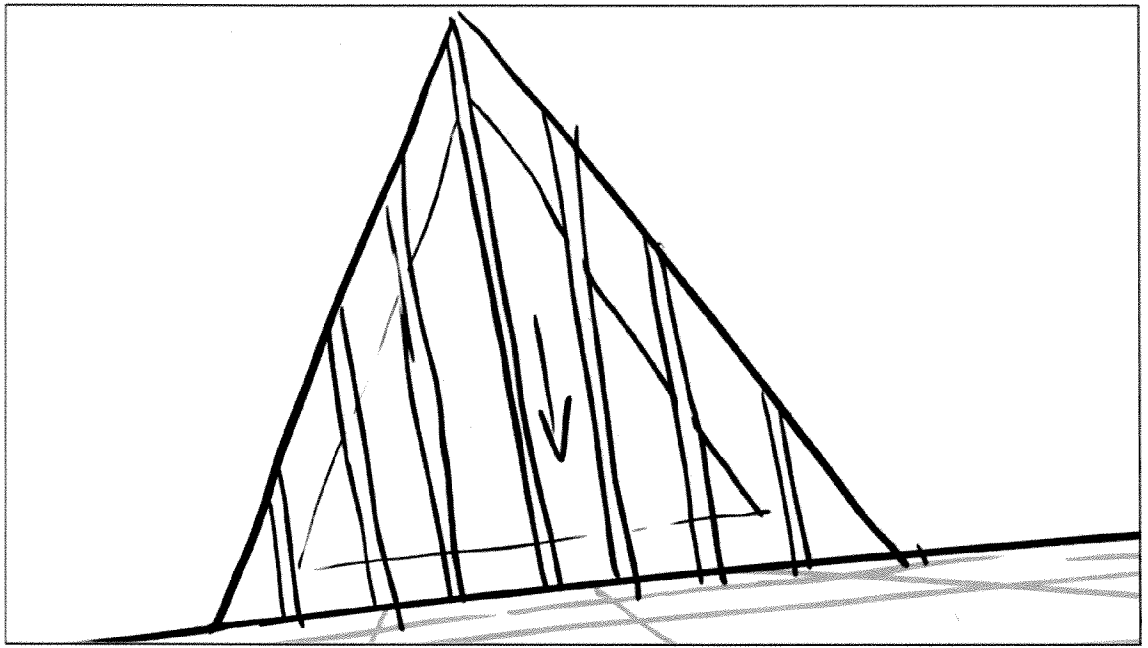


Action Notes
Bars come down over door

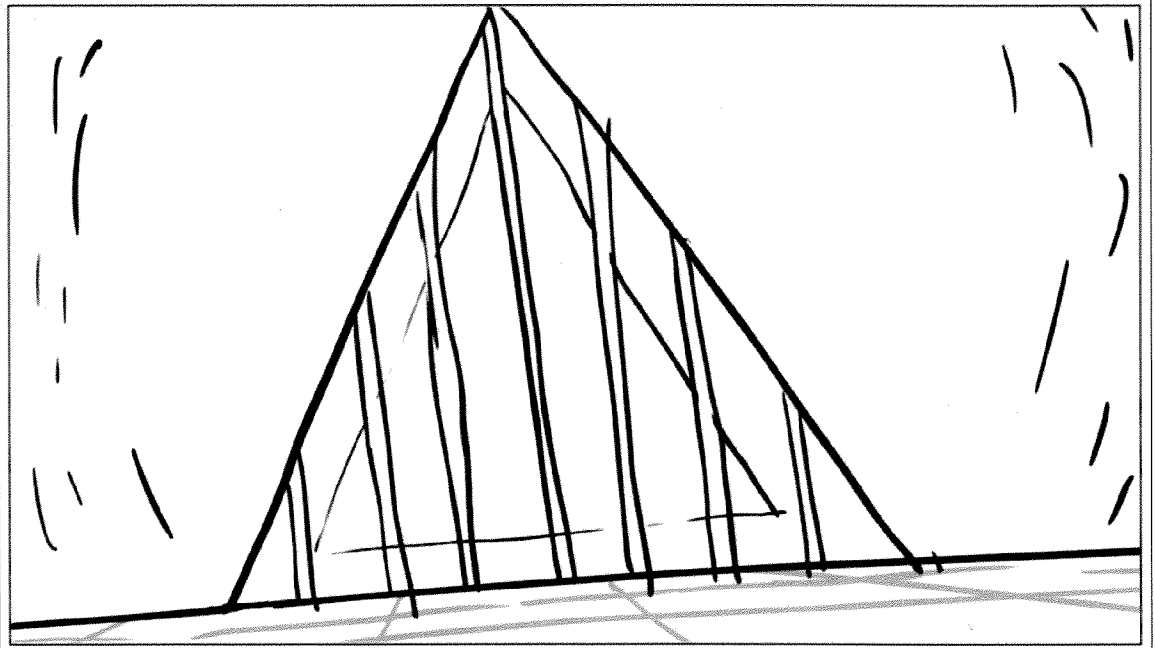
Slugging
Panels 2 + 3 = 1.02

JUN 10 2013

Scene	Panel
88	cont
	3



Scene	Panel
88	cont
	4



Action Notes
Camera shake.

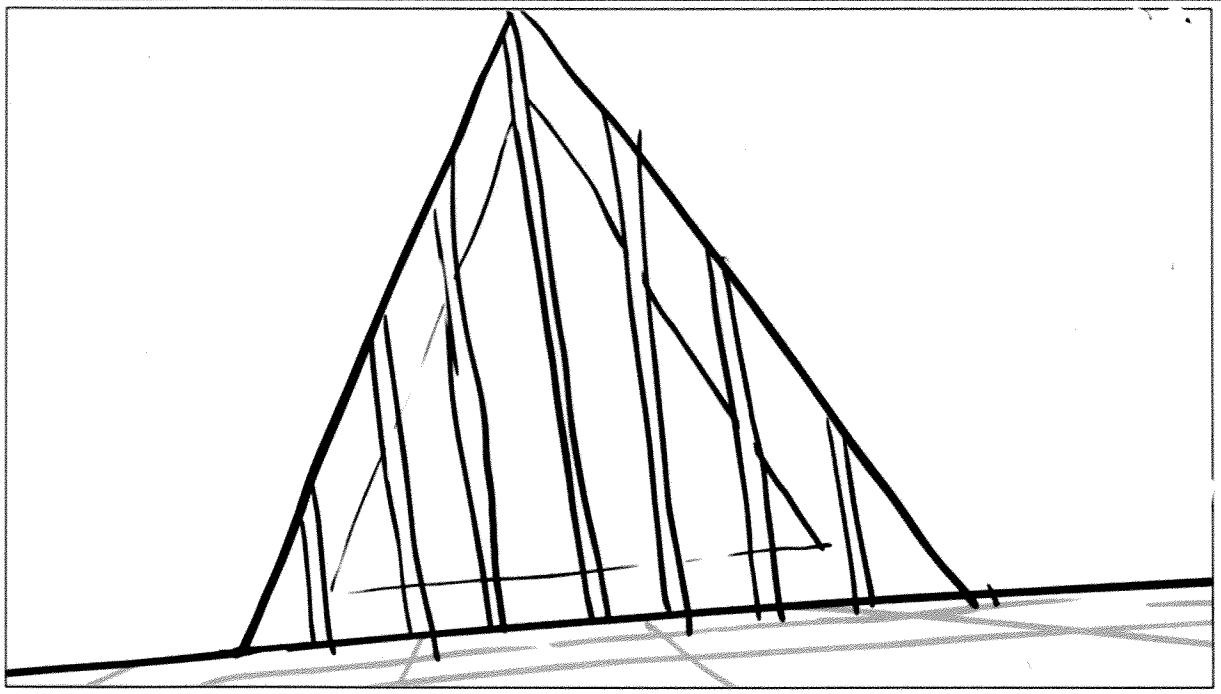
Slugging
0.06

JUN 10 2013

1020.007

1020.007

Scene	Panel
88	5



Action Notes
Camera shake.

Slugging
0.15

Scene	Panel
89	1



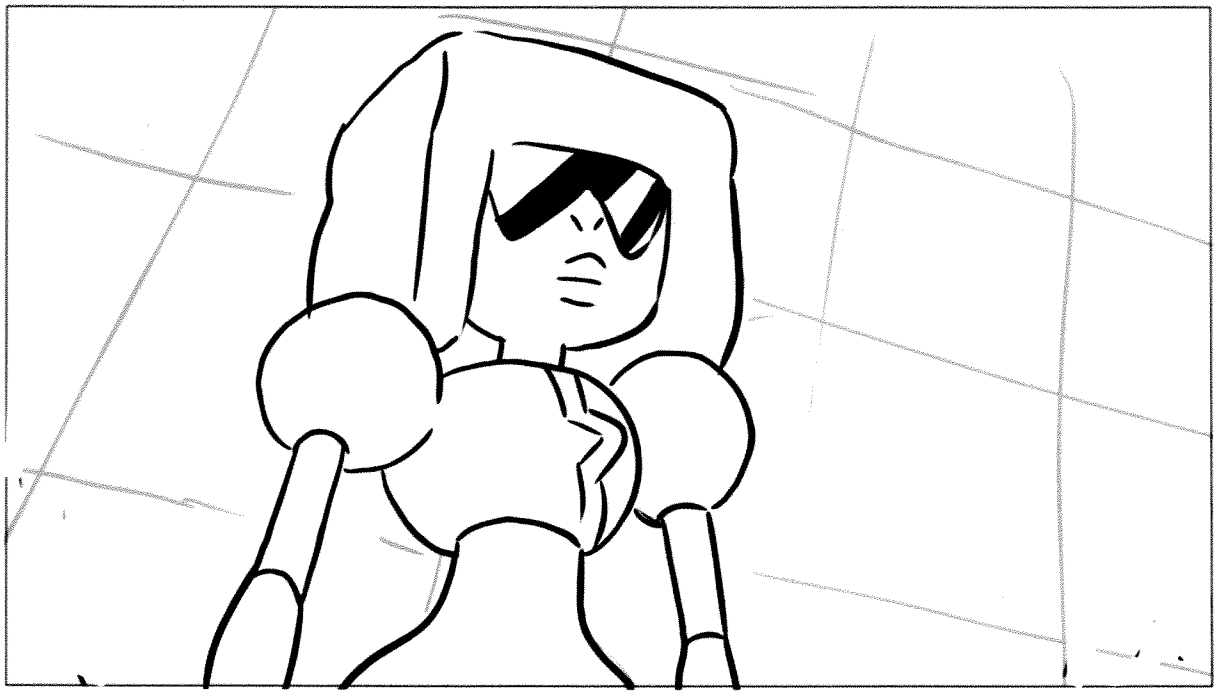
Dialog
STEVEN: <FEELING QUEASY NOISES>

Action Notes
Camera shake.

Slugging
1.09

JUN 10 2013

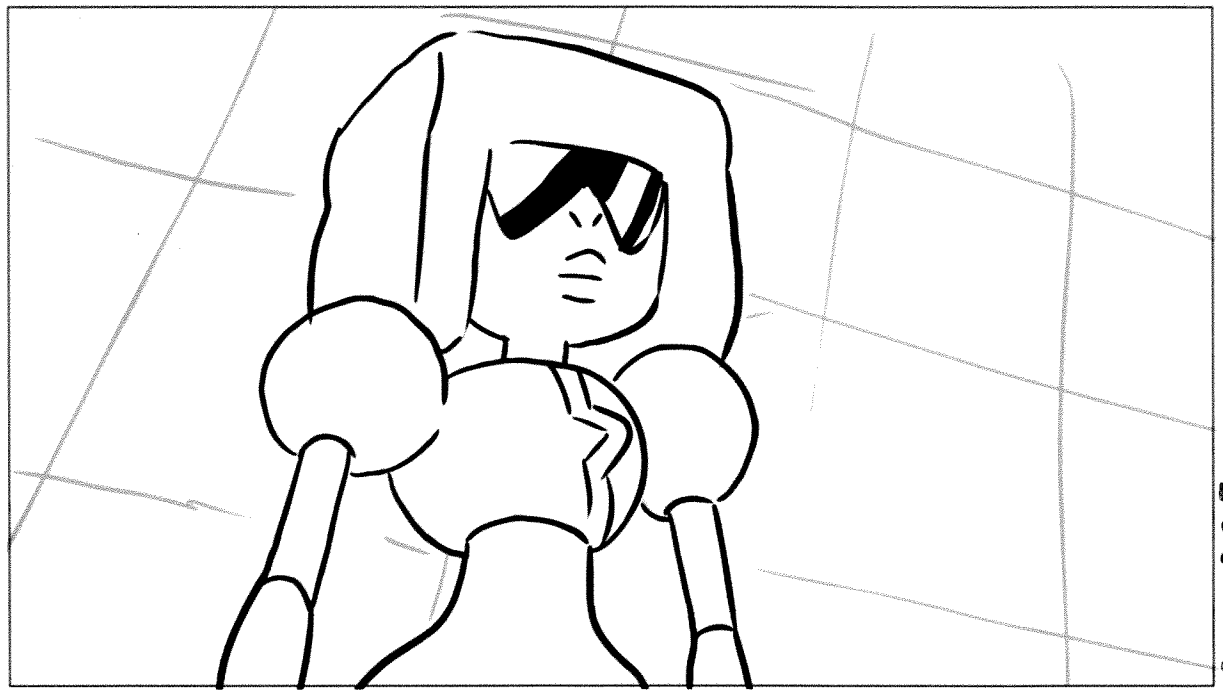
Scene	Panel
90	1



Action Notes
Camera shake.

Slugging
2.01

Scene	Panel
90	2



Action Notes
Camera shake stop

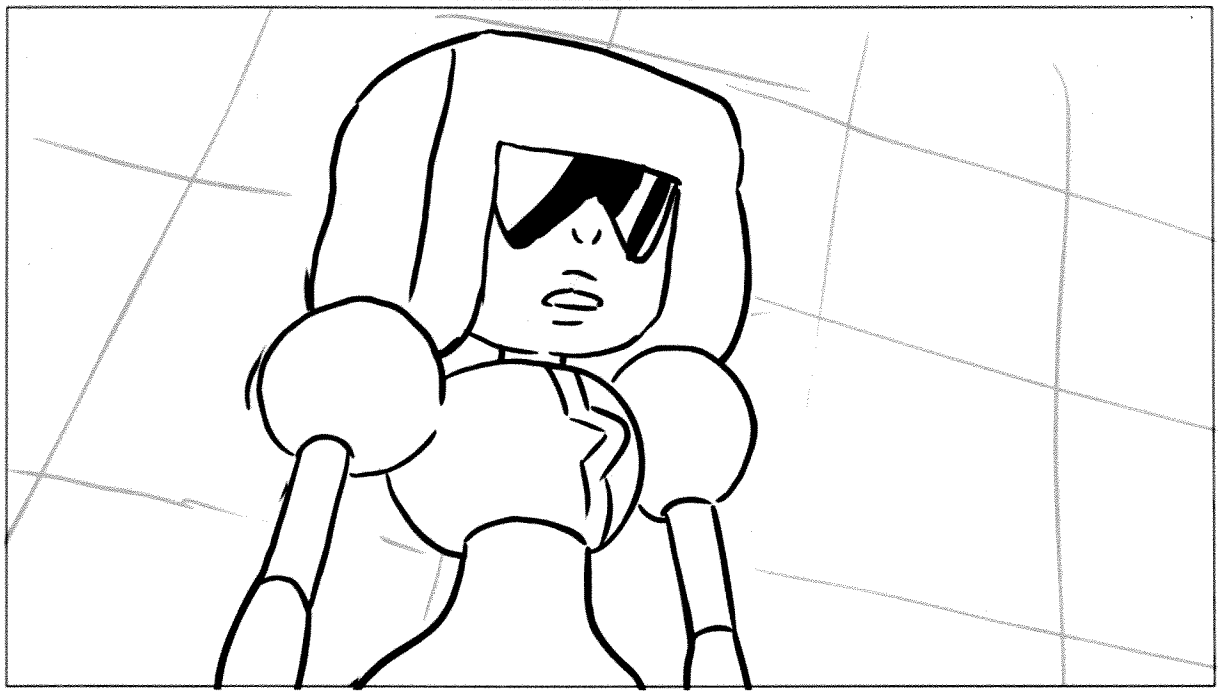
Slugging
0.13

JUN 10 2013

1020-007

1020-007

Scene	Panel
90	3



Dialog
GARNET: WE CAN TAKE A BREAK IF YOU'RE NOT FEELING WELL, STEVEN.


Slugging
4.02

Scene	Panel
91	1



Dialog
STEVEN: HUH?

Slugging
1.03



JUN 10 2013

1020.007

1020.007

Scene	Panel
91	<i>cont</i>
2	



Dialog
STEVEN: OH, NO -

Slugging
3.09

Scene	Panel
91	<i>cont</i>
3	



Dialog
STEVEN: - I'M OKAY!

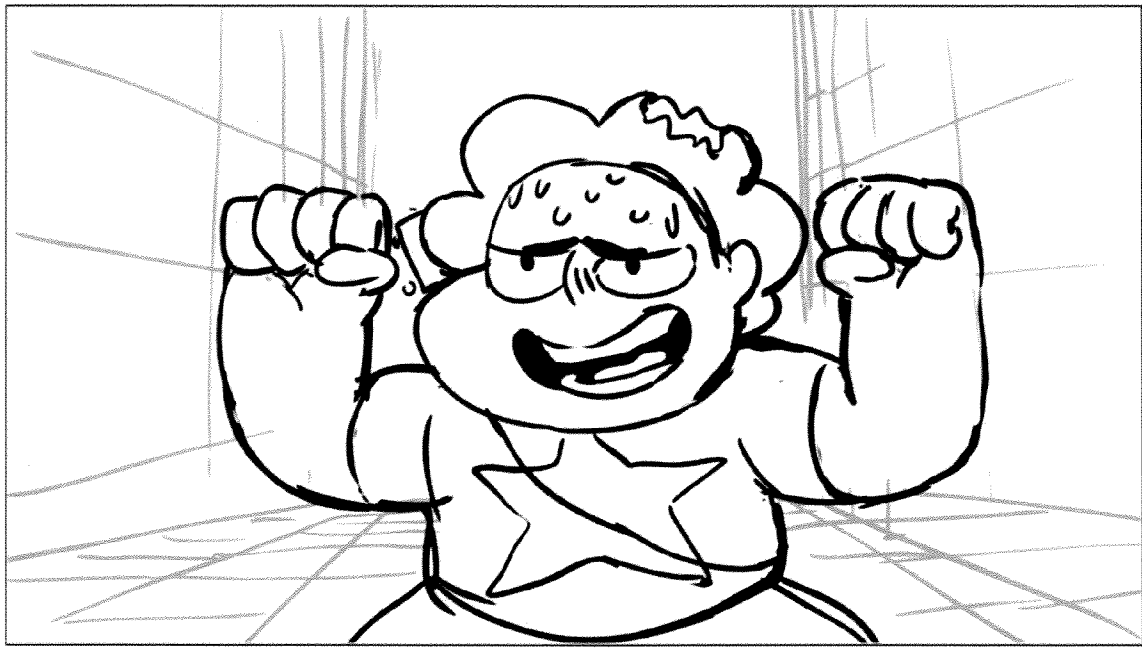
Slugging
Panels 3 + 4 = 2.01

JUN 10 2013

1020.007

1020.007

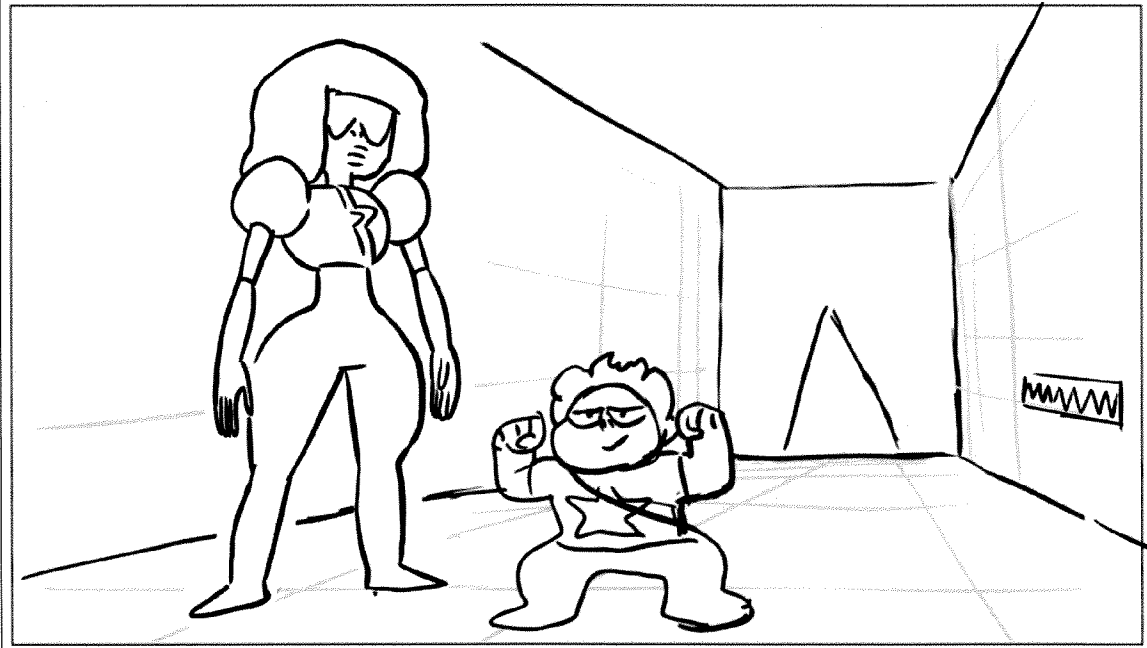
Scene	Panel	
91	<i>CONT</i>	4



Dialog

STEVEN: LET'S KEEP GOING!

Scene	Panel	
92		1



Slugging

1.03

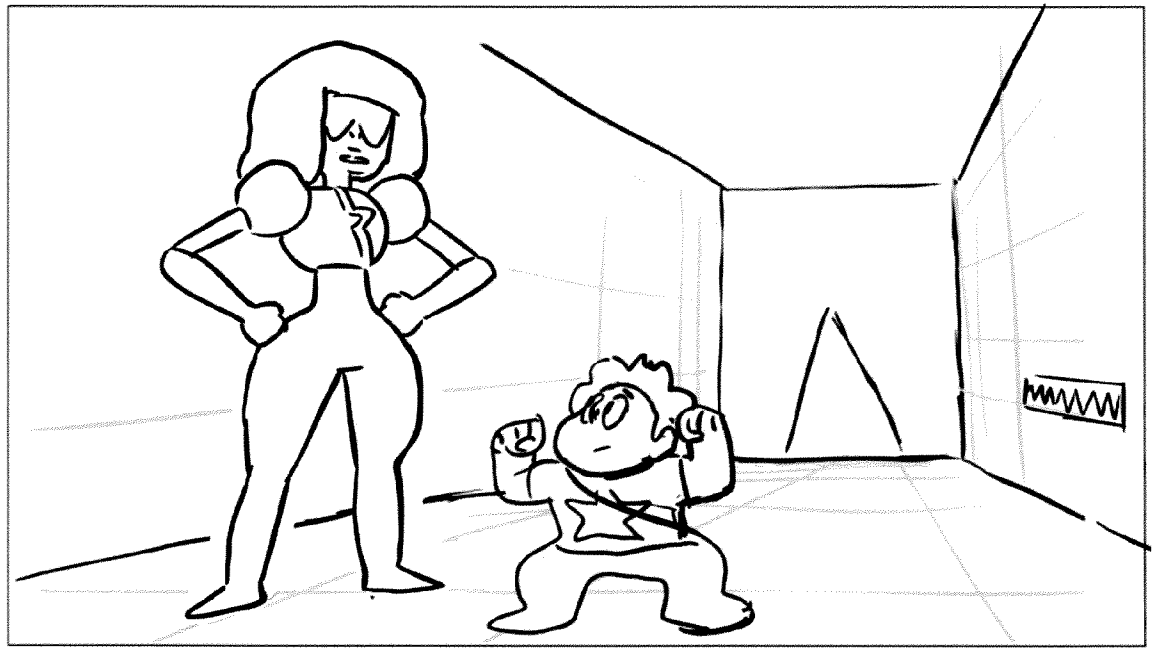
JUN 10 2013

1020.007

1020.007

1020.007

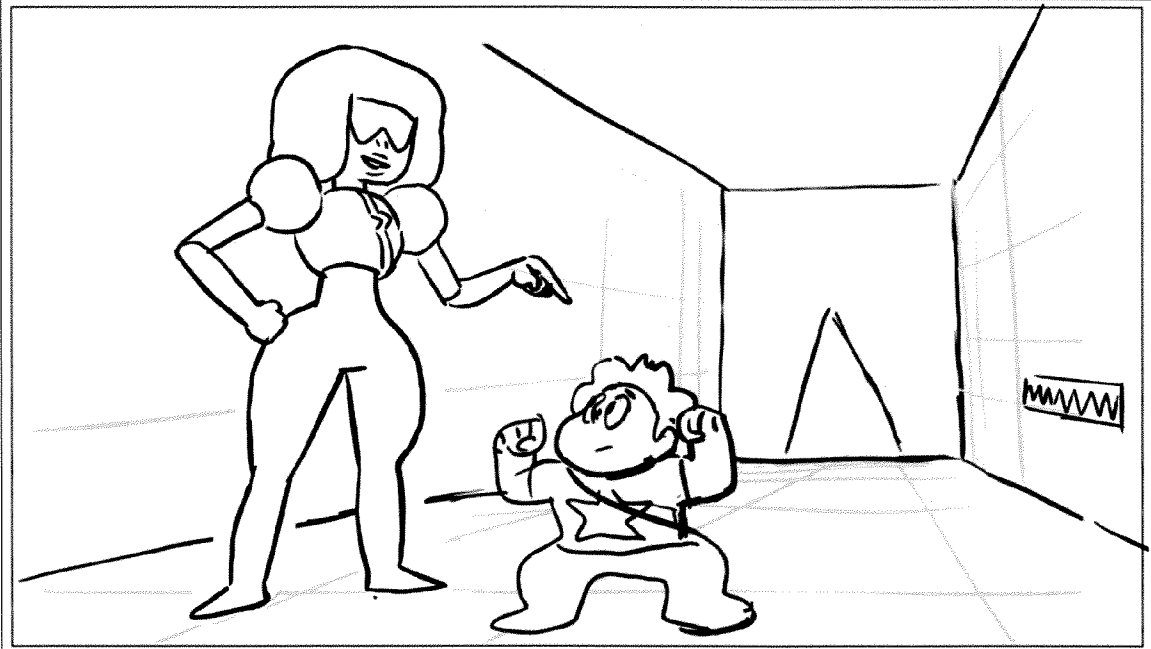
Scene 92 Panel 2
cont



Dialog
GARNET: ALRIGHT... BUT BE CAREFUL. YOU MIGHT TRIGGER A TRAP -

Slugging
Panels 2 + 3 = 7.01

Scene 92 Panel 3
cont



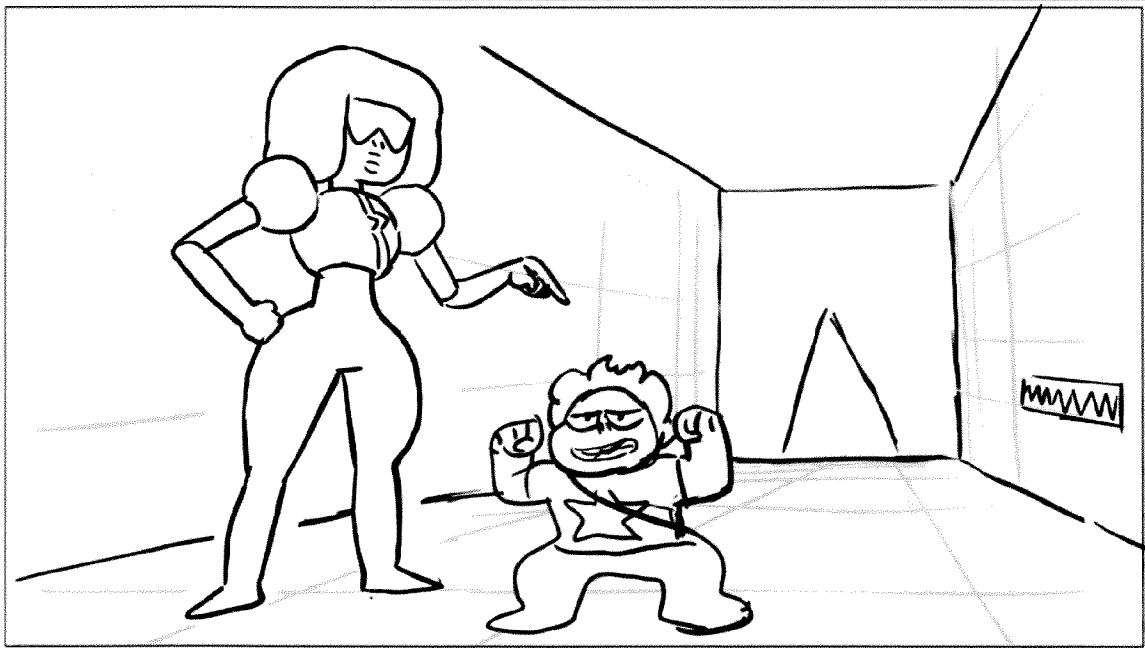
Dialog
GARNET: -WITH THAT GUNSHOW.

JUN 10 2013

1020.007

1020.007

Scene	Panel
92	<i>CONT</i>
4	



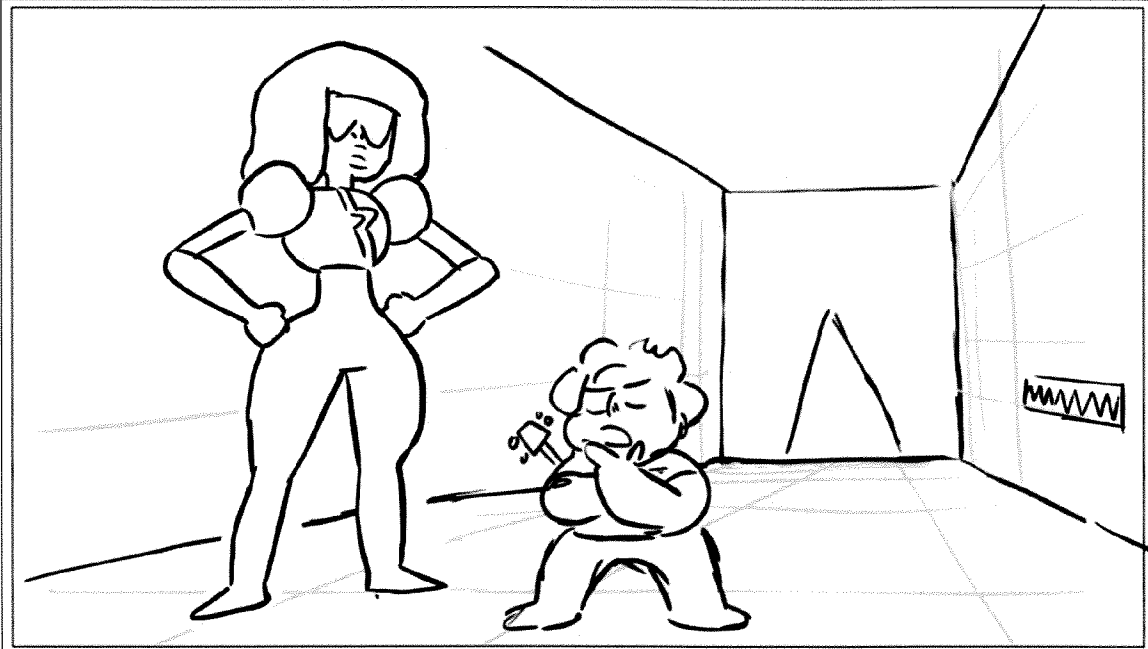
Dialog

STEVEN: RIGHT, I'LL PUT THESE BABIES AWAY...

Slugging

4.09

Scene	Panel
92	<i>CONT</i>
5	



Dialog

STEVEN: AND USE MY MINDS.

Slugging

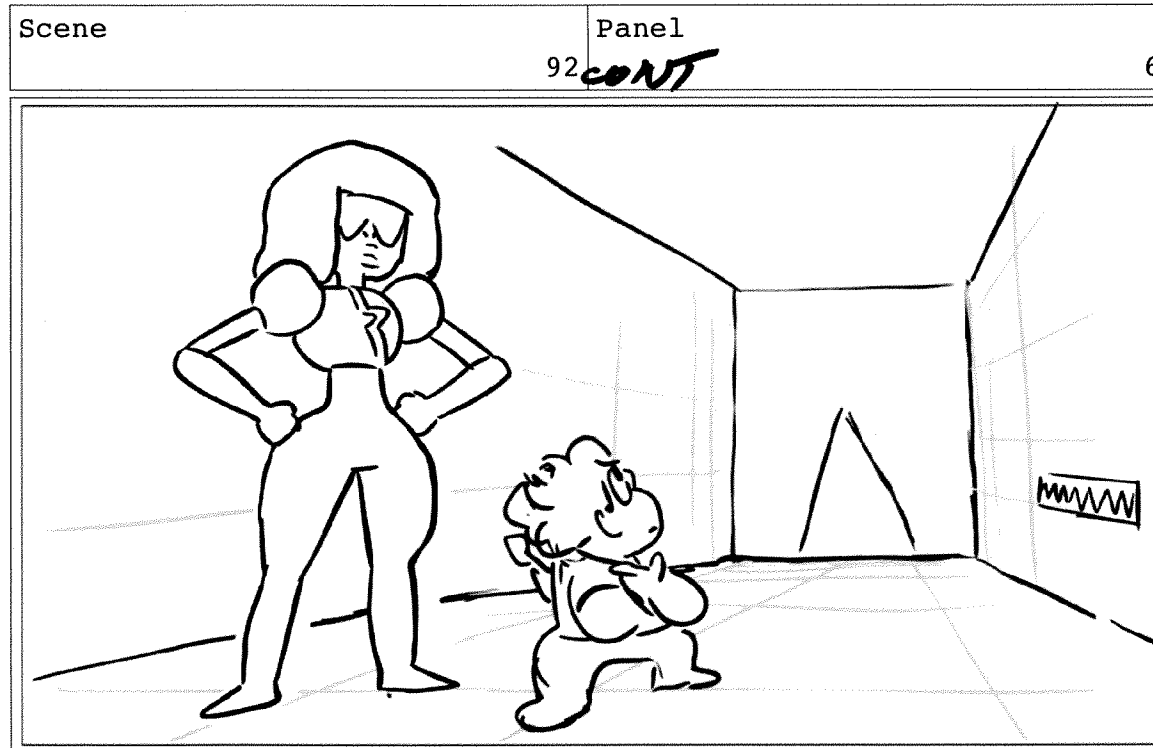
2.13

JUN 10 2013

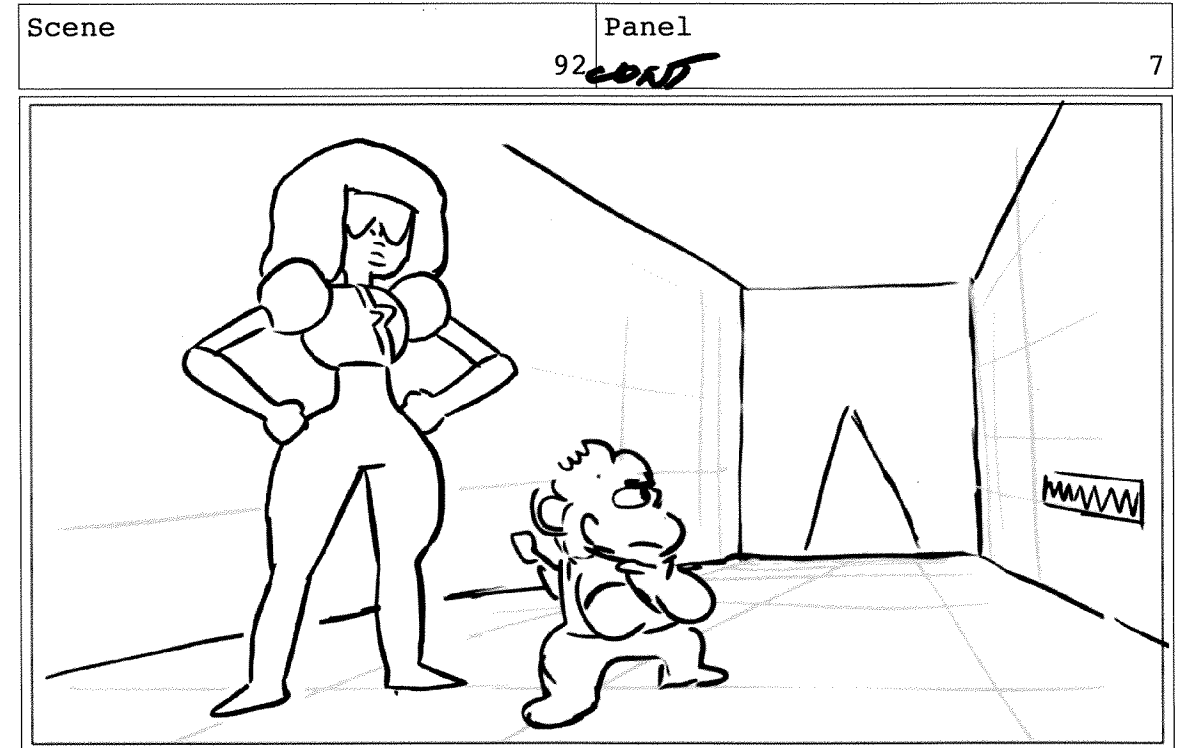
1020-007

1020-007

1020-007



Slugging
1.01



Slugging
0.15

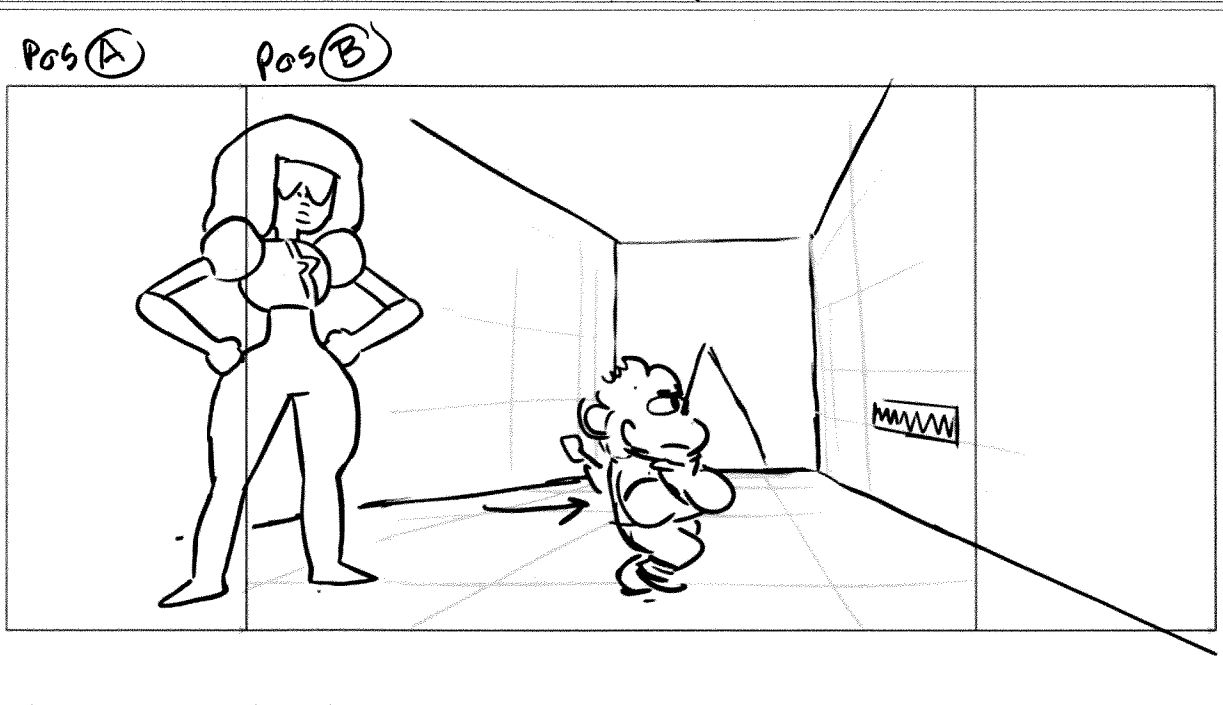
JUN 10 2013

1020-007

1020-007

1020-007

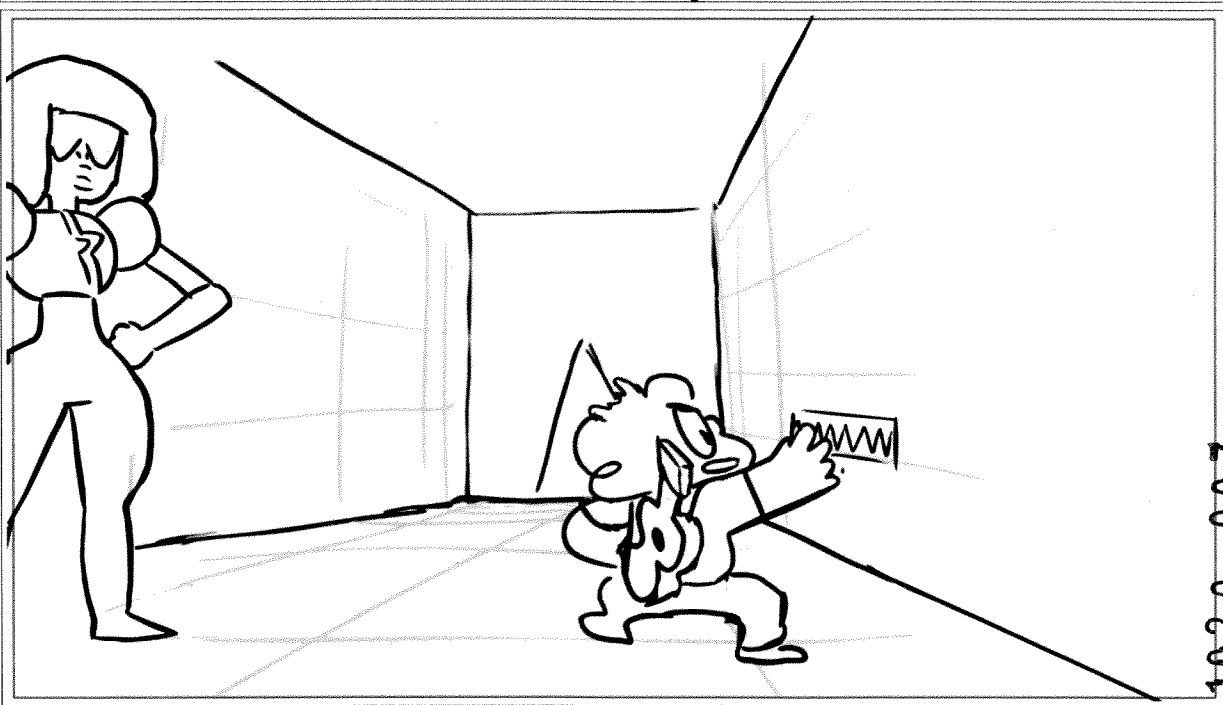
Scene Panel
92 *CONT* 8



Slugging

ADJ: 0.14

Scene Panel
92 *CONT* 9



Dialog

STEVEN: MAYBE THERE'S A CLUE HIDDEN IN THESE ANCIENT DRAWINGS...

Action Notes

Steven walks towards panel on wall

JUN 10 2013

Slugging

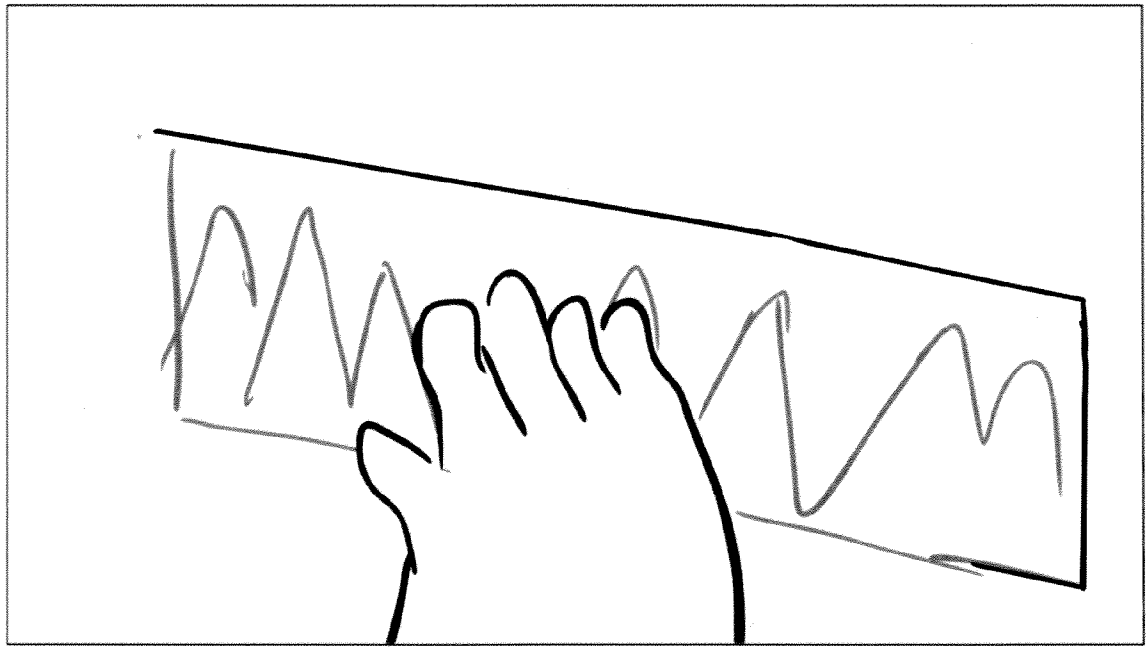
4.06

1020-007

1020-007

1020-007

Scene	Panel
93	1



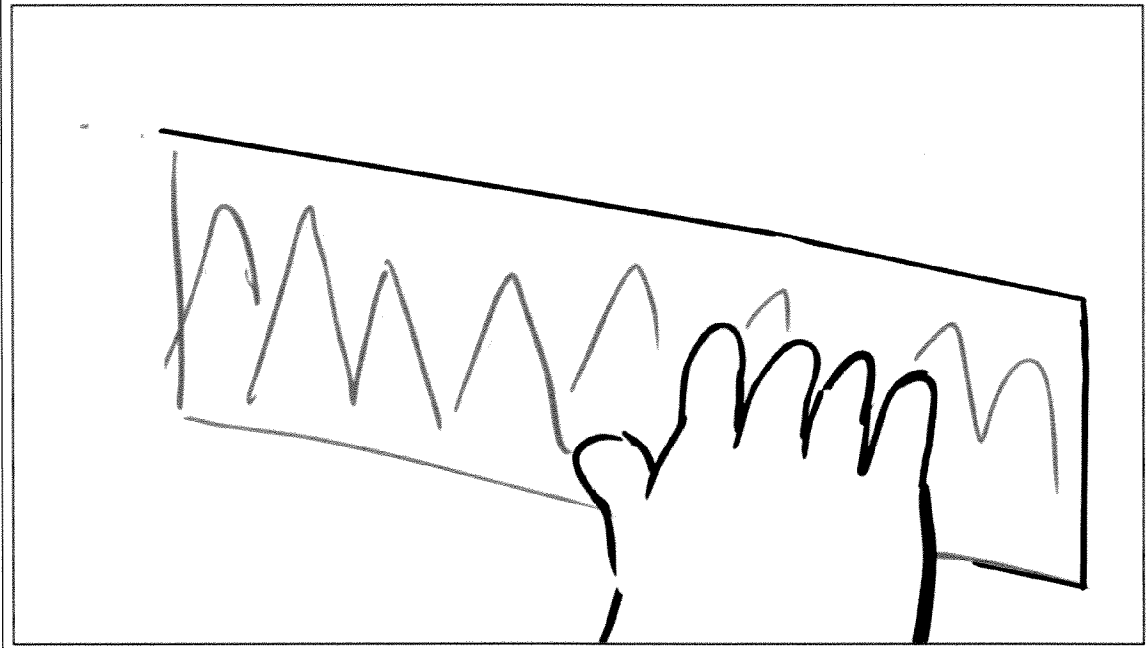
Dialog

STEVEN: IT LOOKS LIKE...

Slugging

0.14

Scene	Panel
93	2



Dialog

STEVEN: THERE'S LOTS OF TRIANGLES HIDDEN SOMEWHERE IN THIS ROOM...

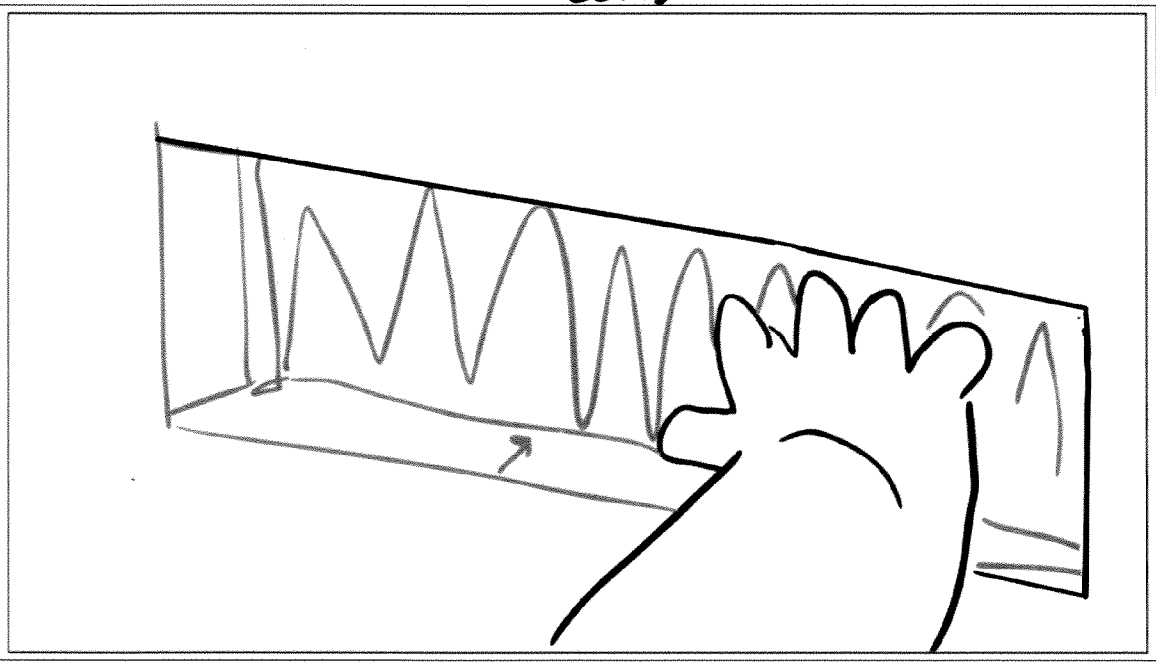
Slugging

6.02

JUN 10 2013

1020.007

1020.007

Scene	Panel
93	3
<div data-bbox="763 228 913 277">CONT</div> 	
<p>Action Notes</p> <p>Steven pushes panel into the wall</p>	
<p>Slugging</p> <p>1.06</p>	

1020.007

1020.007

JUN 10 2013

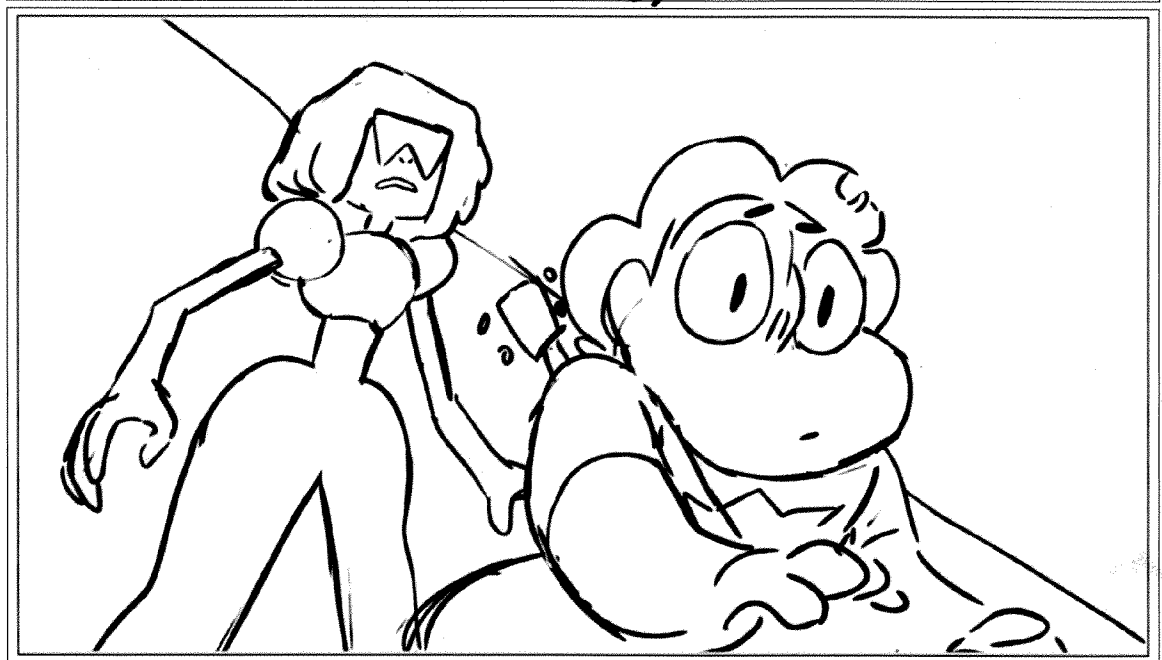
1020.007

Scene	Panel
94	1



Slugging
Panels 1 + 2 = 0.04

Scene	Panel
94 <i>cont</i>	2



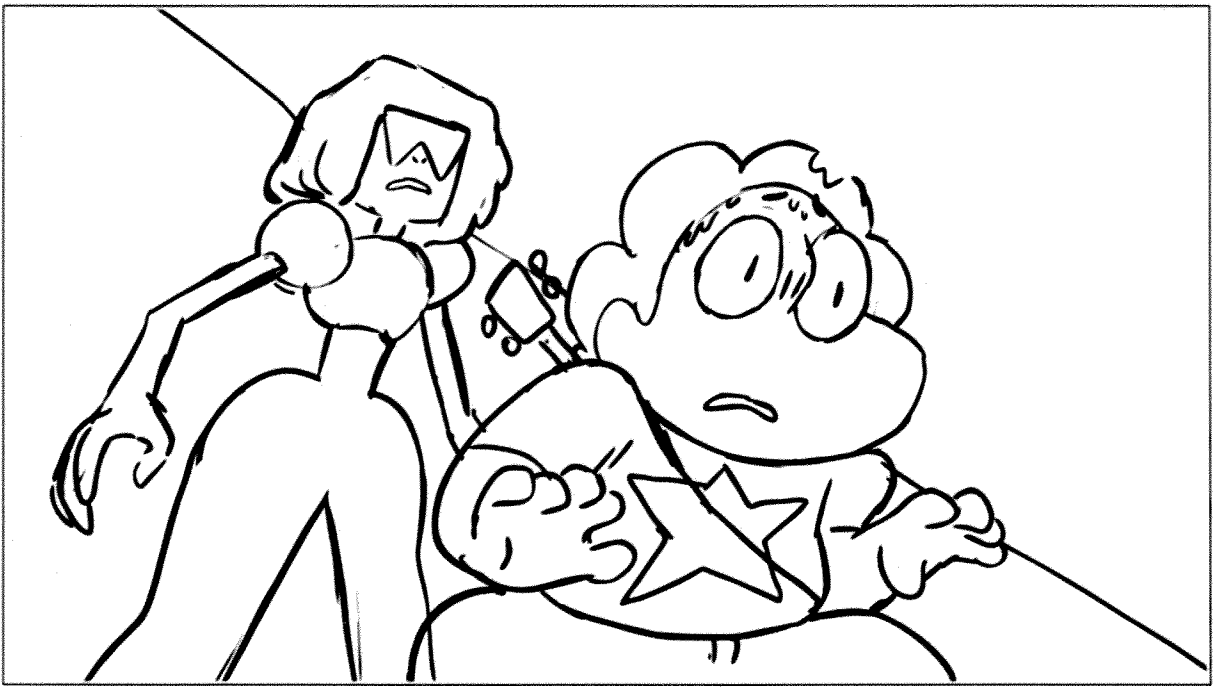
JUN 10 2013

1020.007

1020.007

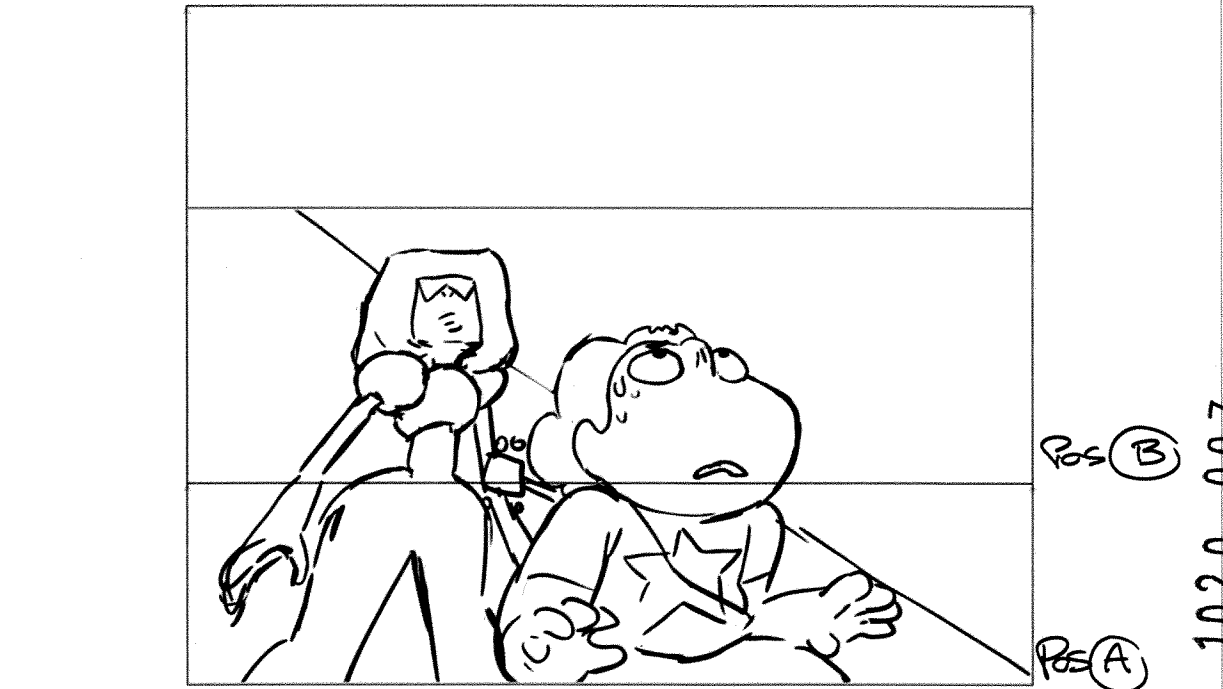
1020.007

Scene	Panel
94	3
CONT	



Slugging
0.14

Scene	Panel
94	4
CONT	



Slugging
0.09

HOLD then quick ADJ at the end.

Notes
Garnet grows, double check her pose.

JUN 10 2010

1020.007

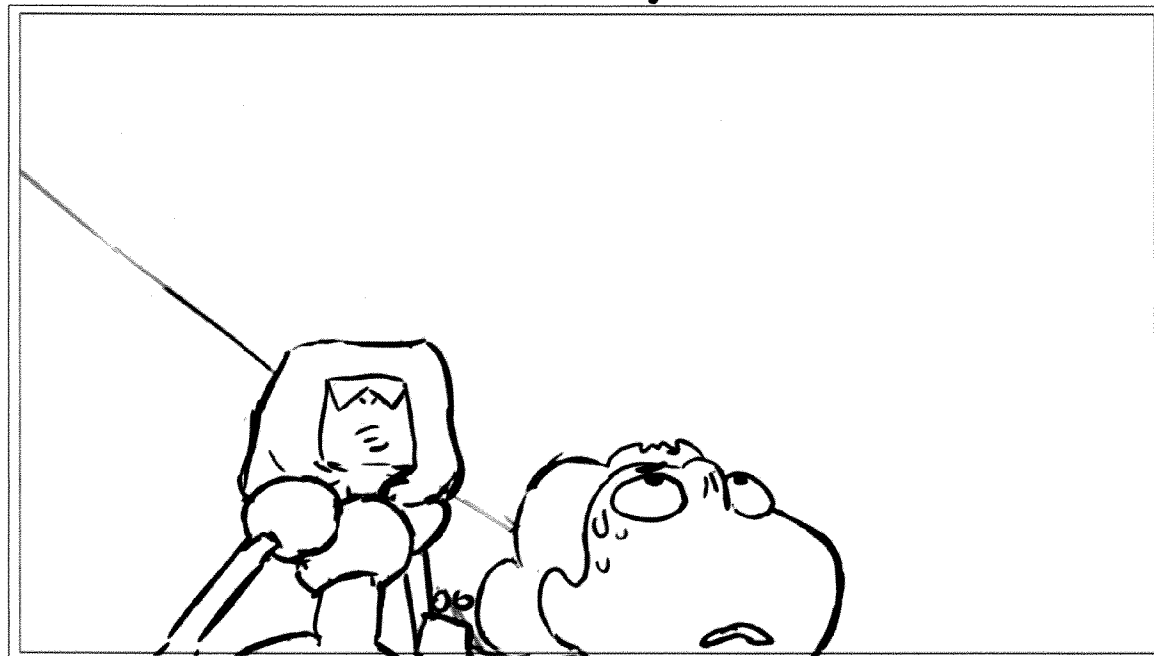
Pos (B)

Pos (A)

1020.007

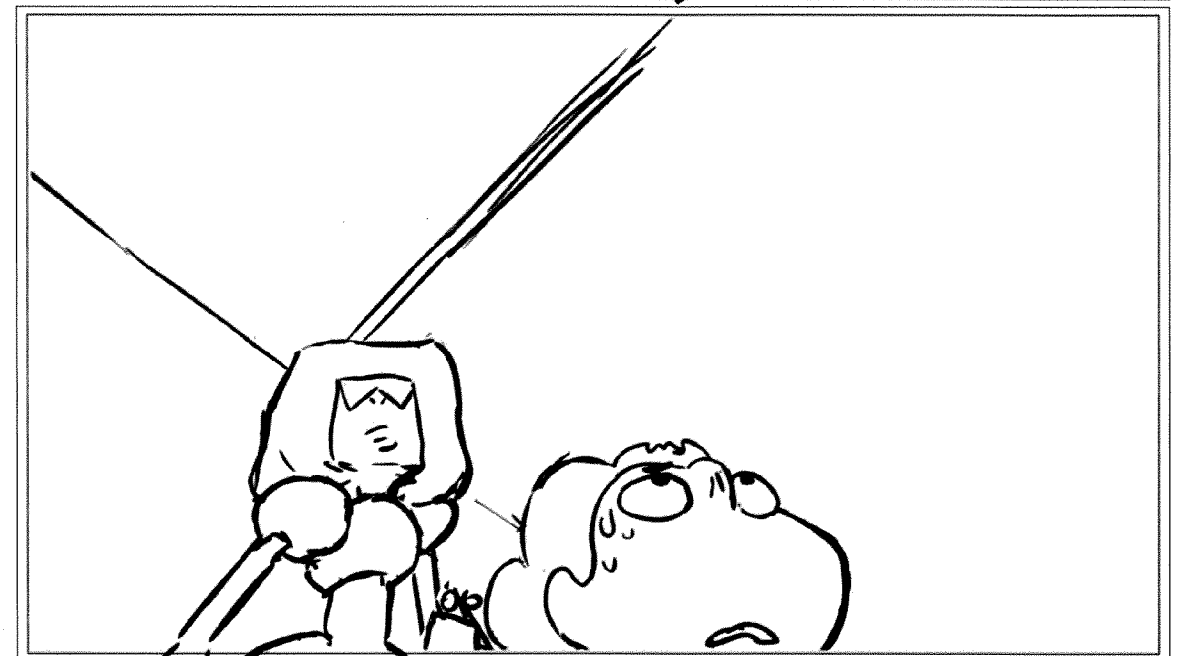
1020.007

Scene	Panel
94	5



Slugging
0.06

Scene	Panel
94	6



Action Notes
Panel opens up in ceiling above Garnet and Steven

Slugging
0.06

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
94	7



Action Notes

Ceiling opens up to expose spikes above Garnet and Steven

Slugging

0.15

Scene	Panel
94	8



Dialog

GARNET: RUN!!

Slugging

1.01

Quick ADJ then HOLD.

JUN 10 2013

Scene	Panel
94	cont

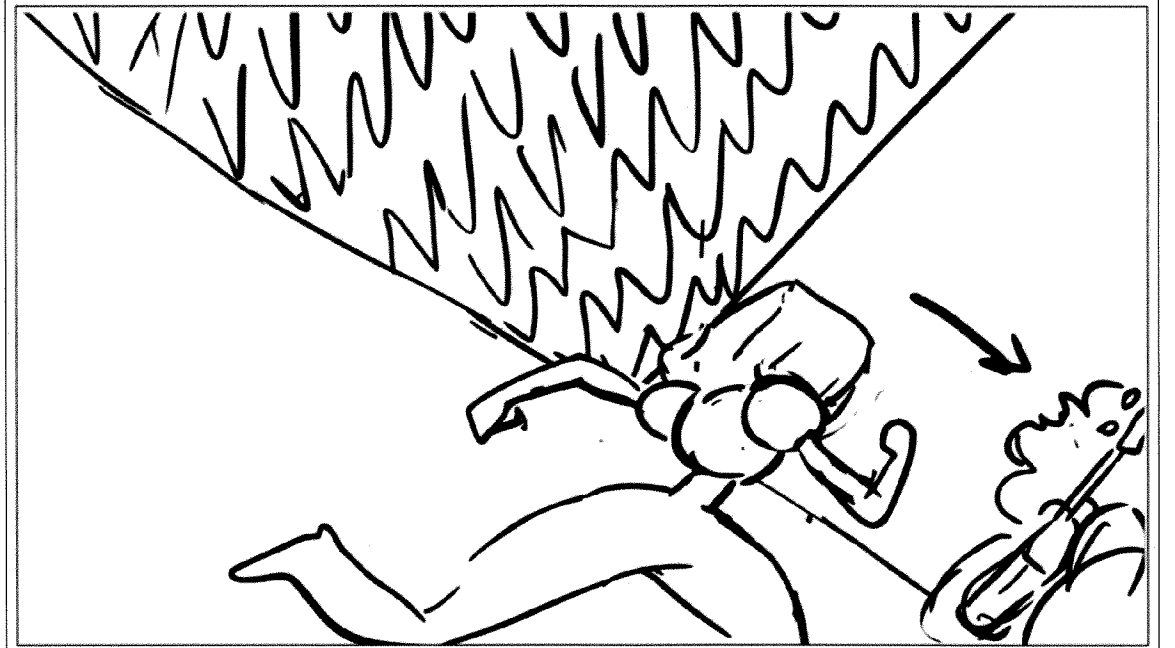
9



Slugging
0.06

Scene	Panel
94	cont

10



Slugging
0.06

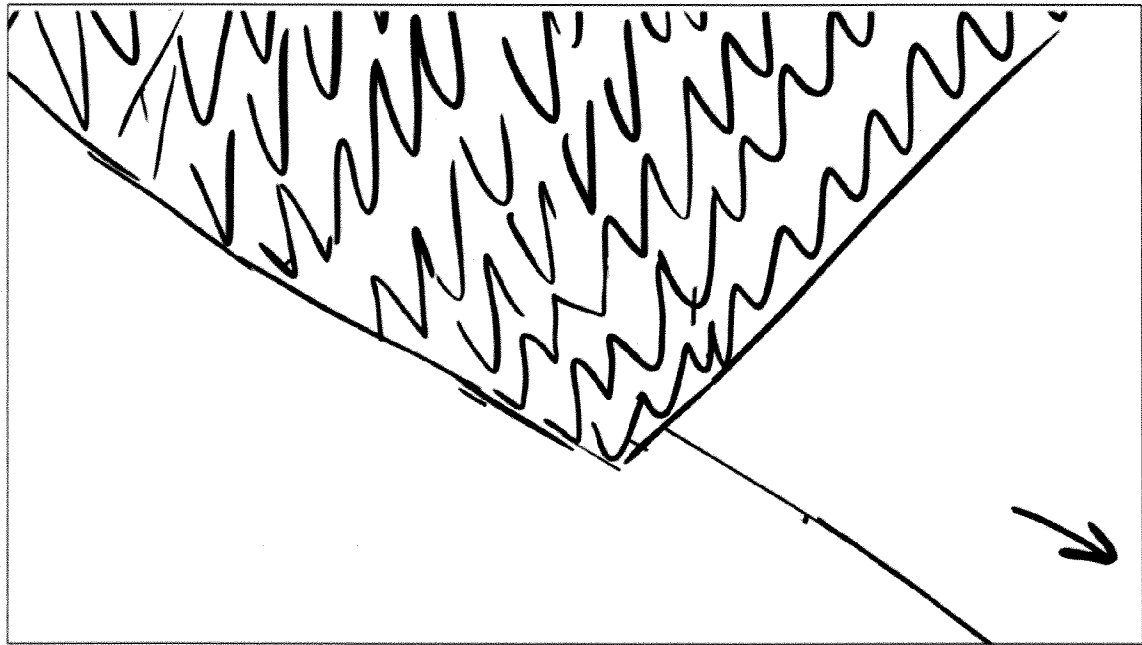
JUN 10 2015

1020-007

1020-007

1020-007

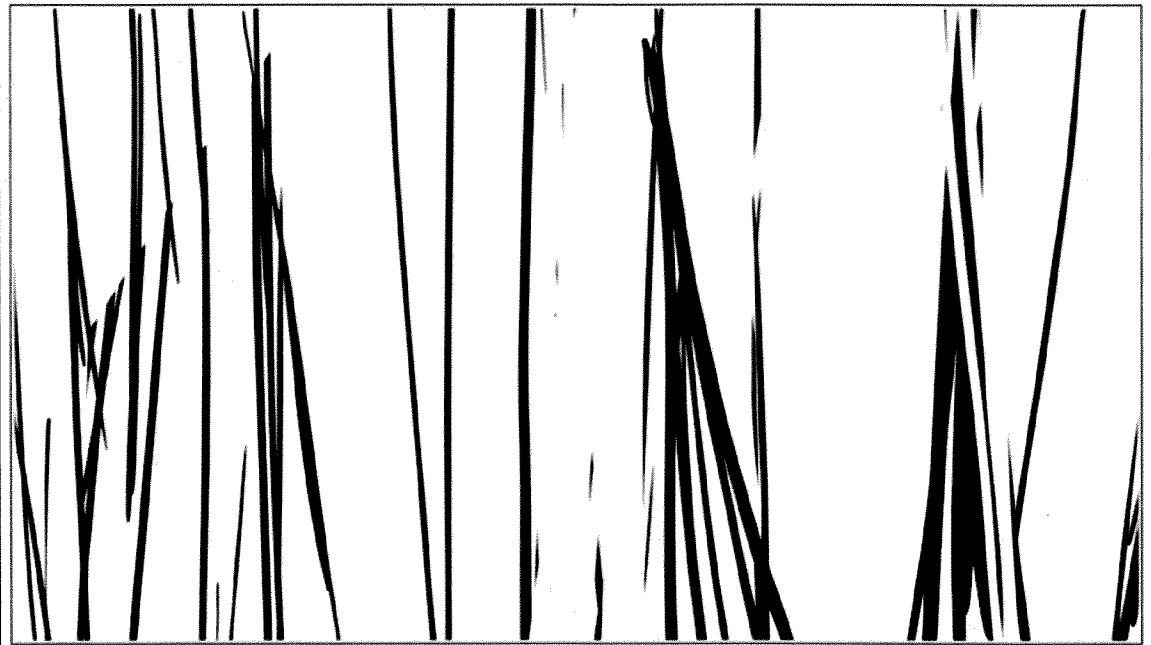
Scene	Panel
94	cont 11



Action Notes
Spikes come down from ceiling

Slugging
0.05

Scene	Panel
94	cont 12



Action Notes
Spikes come down past camera

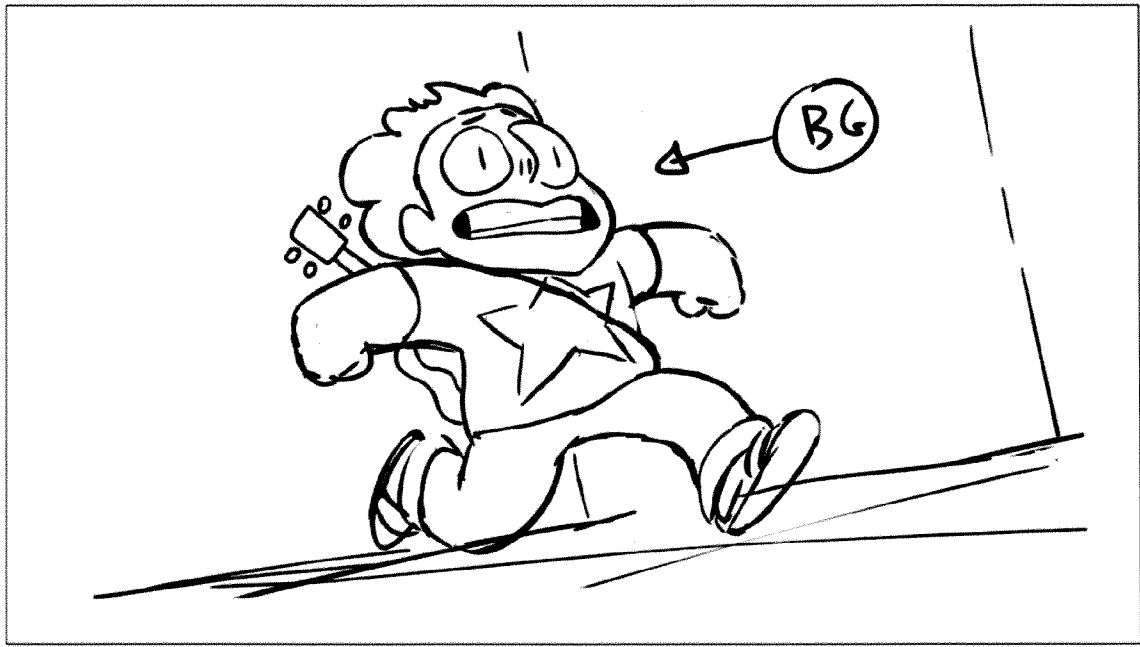
Slugging
0.08

JUN 10 2013

1020-007

1020-007

Scene	Panel
95	1



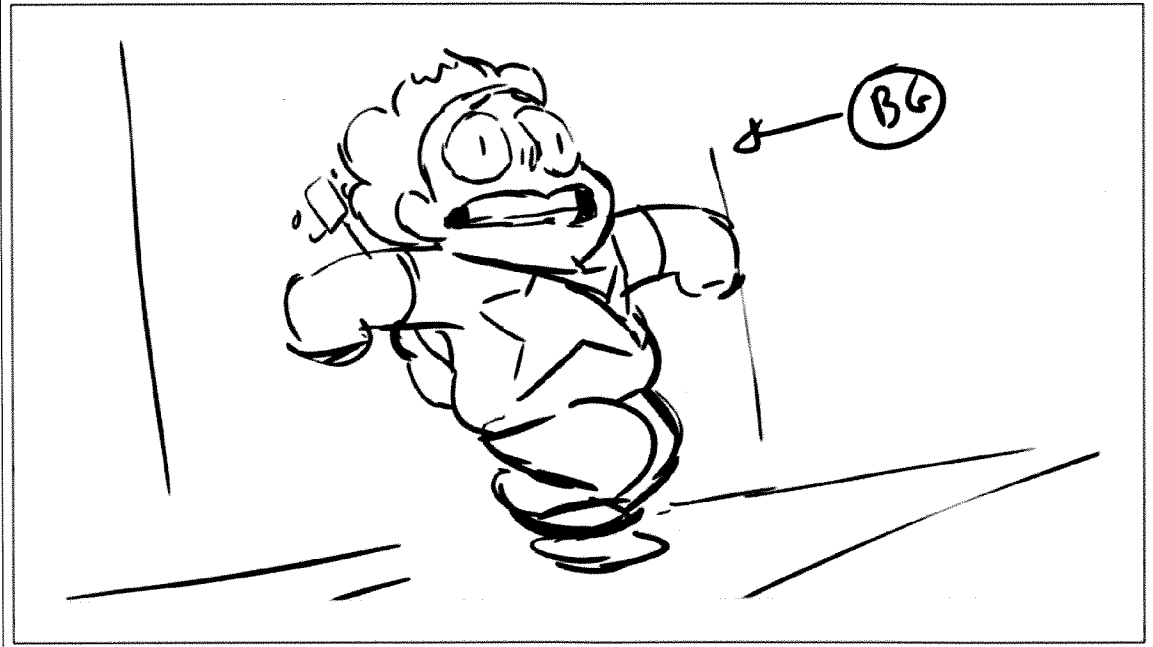
Action Notes

Background moves screen right to left.

Slugging

0.06

Scene	Panel
95	2



Action Notes

Background moves screen right to left.

Slugging

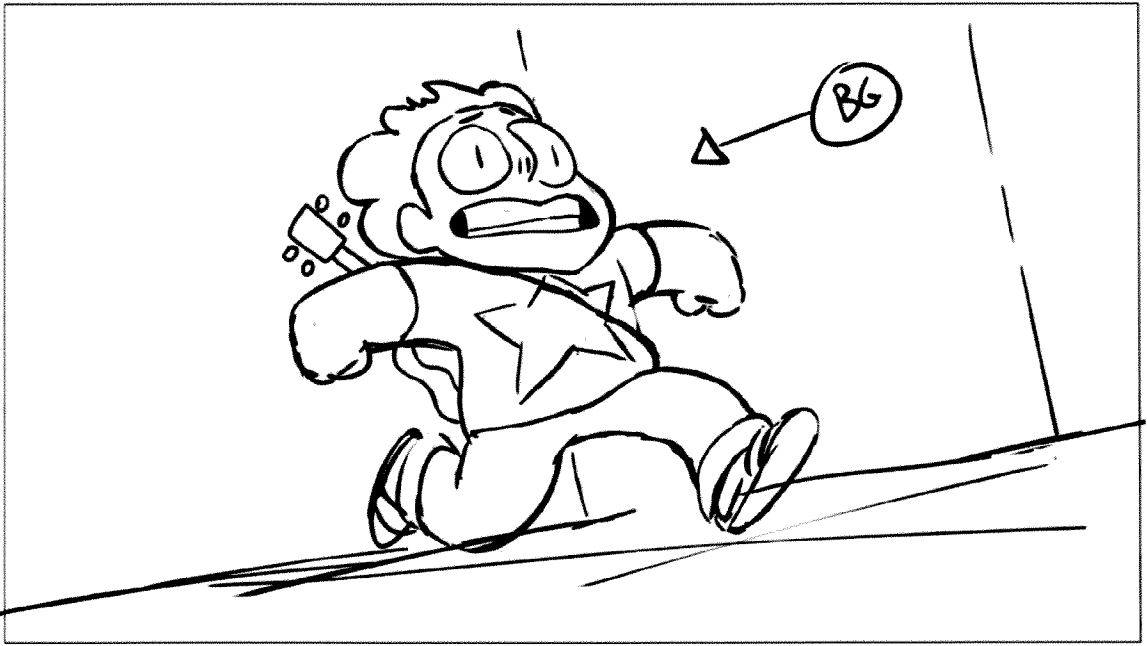
0.06

JUN 10 2013

1020-007

1020-007

Scene 95 Panel 3
CONT



Action Notes
Background moves screen right to left.

Slugging
0.06

Scene 95 Panel 4
CONT




Action Notes
Background stops

Slugging
0.10
JUN 10 2013

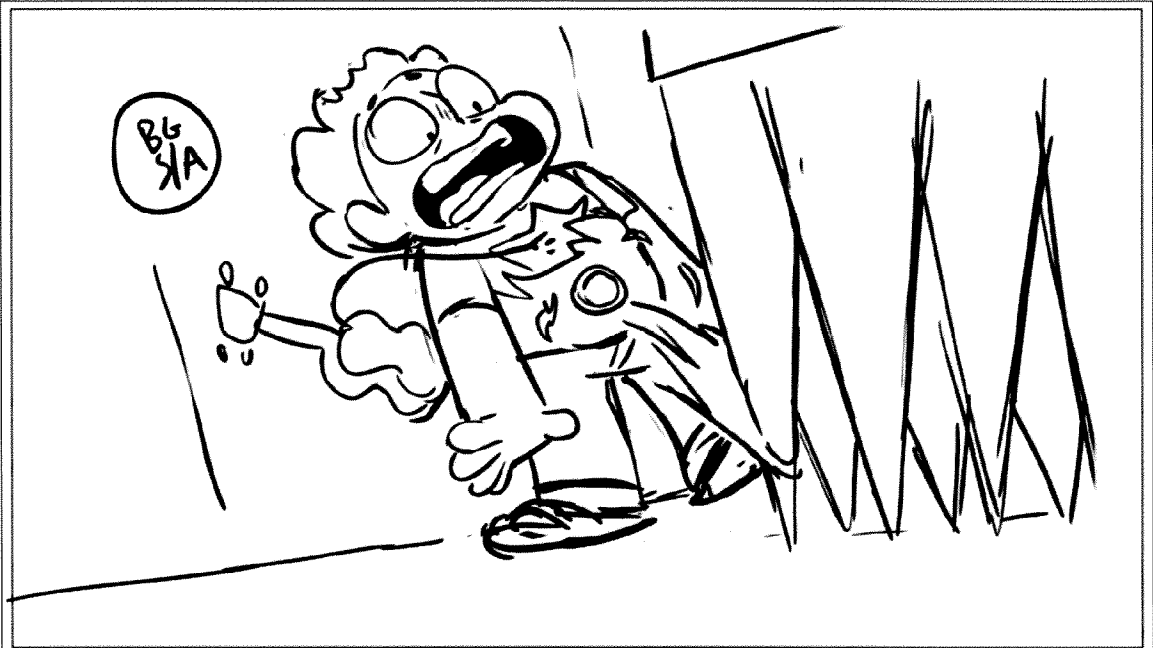
1020-007

1020-007

1020-007

Scene	Panel
95	5
	
<p>Action Notes</p> <p>Spikes comes down and catches Steven's shirt</p>	
<p>Slugging</p> <p>0.05</p>	

231

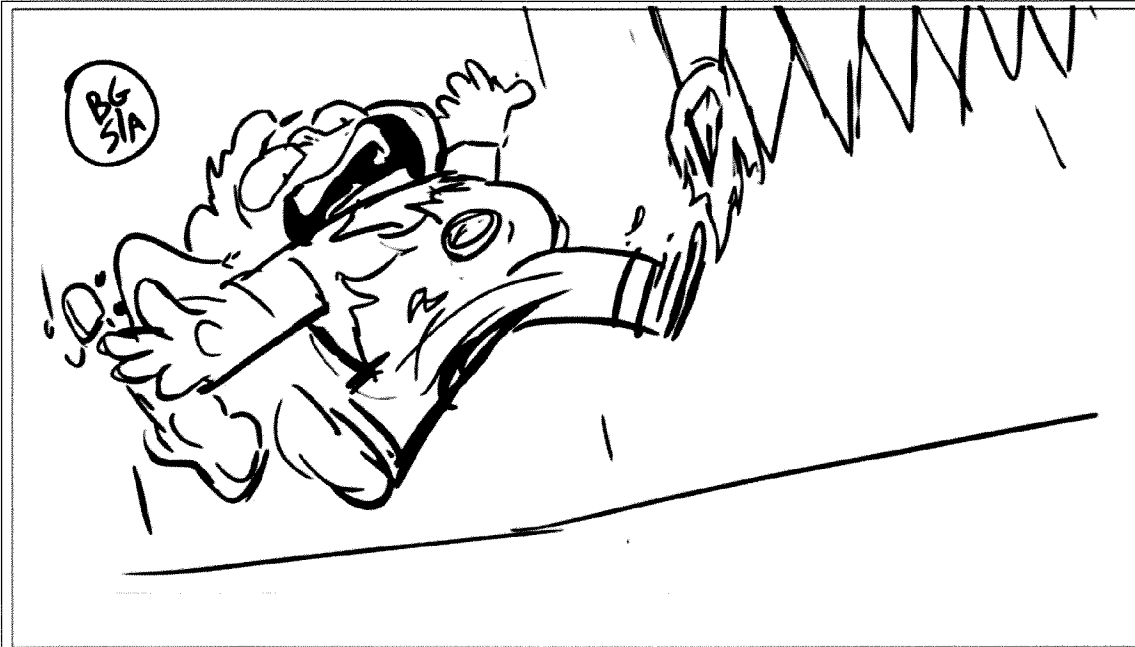
Scene	Panel
95	6
	
<p>Dialog</p> <p>STEVEN: AHH!!</p>	
<p>Action Notes</p> <p>Steven jumps back and tears his shirt on a spike</p>	
<p>Slugging</p> <p>0.08</p>	

1020-007

232

Scene	Panel
95	CONT

7

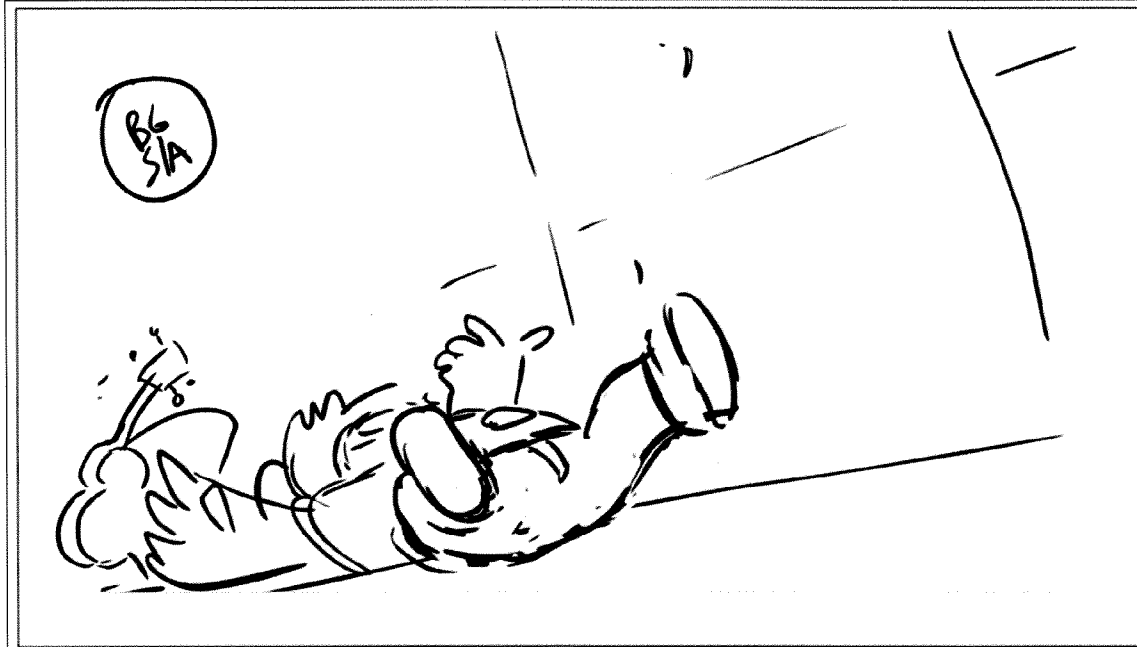


Action Notes
Steven falls backwards

Slugging
0.05

Scene	Panel
95	CONT

8



Slugging
0.04

JUN 10 2013

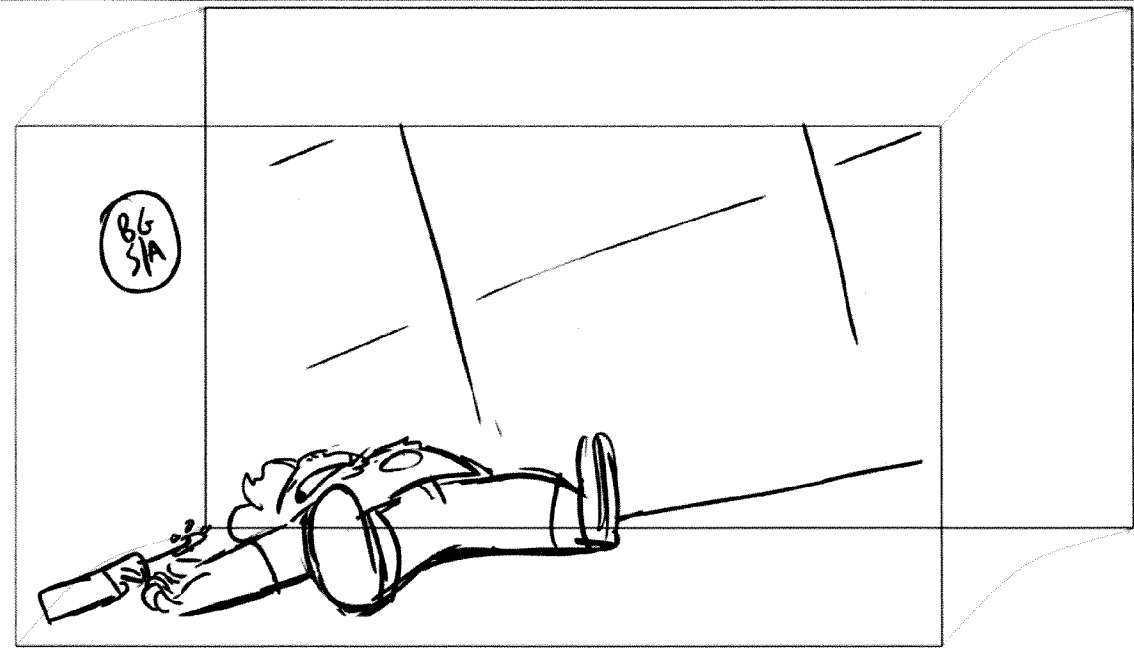
1020.007

1020.007

1020.007

233

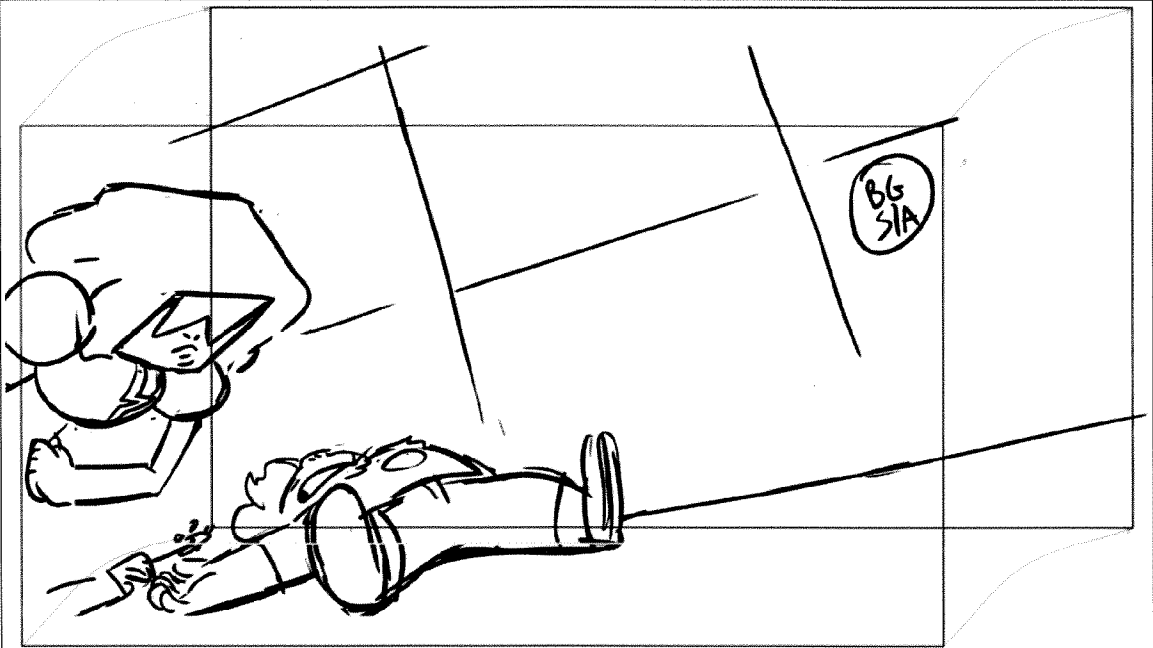
Scene Panel
95 *CONT* 9



Slugging
ADJ: 0.06

ADJ through panel 9 to 12.

Scene Panel
95 *CONT* 10



Slugging
ADJ: 0.05

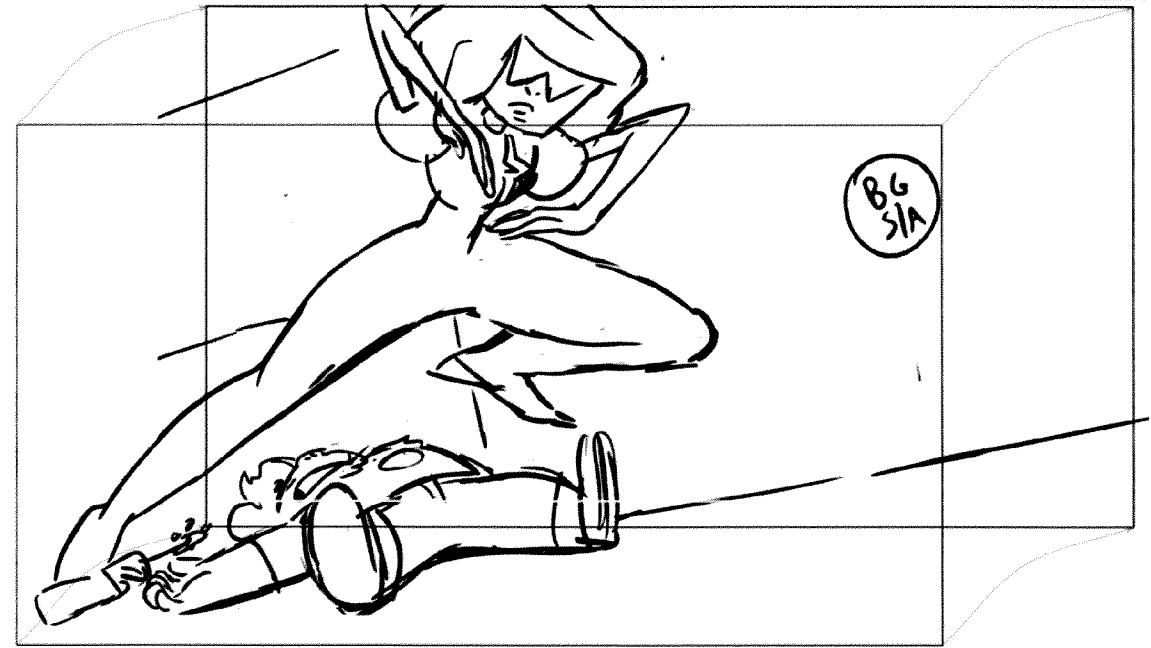
JUN 10 2013

1020.007

1020.007

1020.007

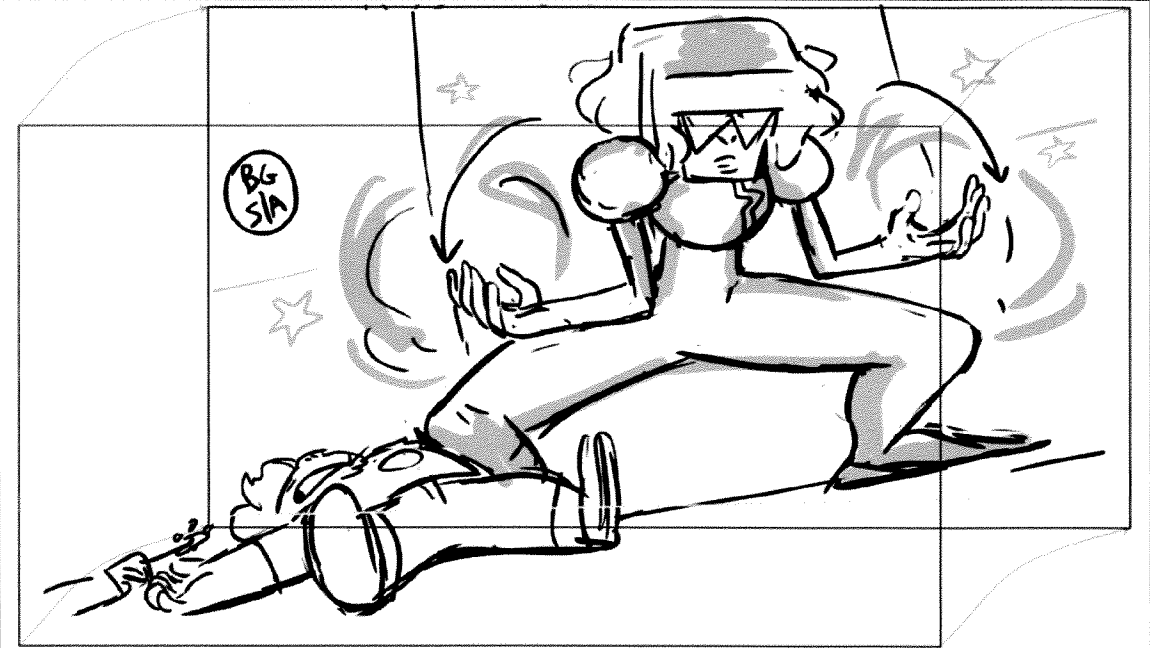
Scene	Panel	
	95	11
<i>CONT</i>		



Slugging
ADJ: 0.05

234

Scene	Panel	
	95	12
<i>CONT</i>		



Slugging
0.08

JUN 10 2013

1020.007

1020.007

235

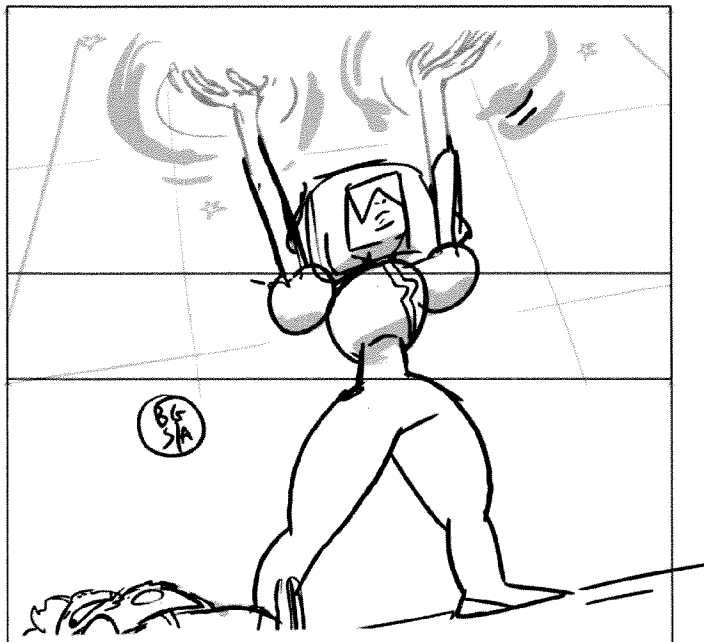
Scene

Panel

95.

cont

13



Slugging
0.10

Quick ADJ then HOLD.

Scene

Panel

95

5 cont

14



Slugging	0.12
----------	------

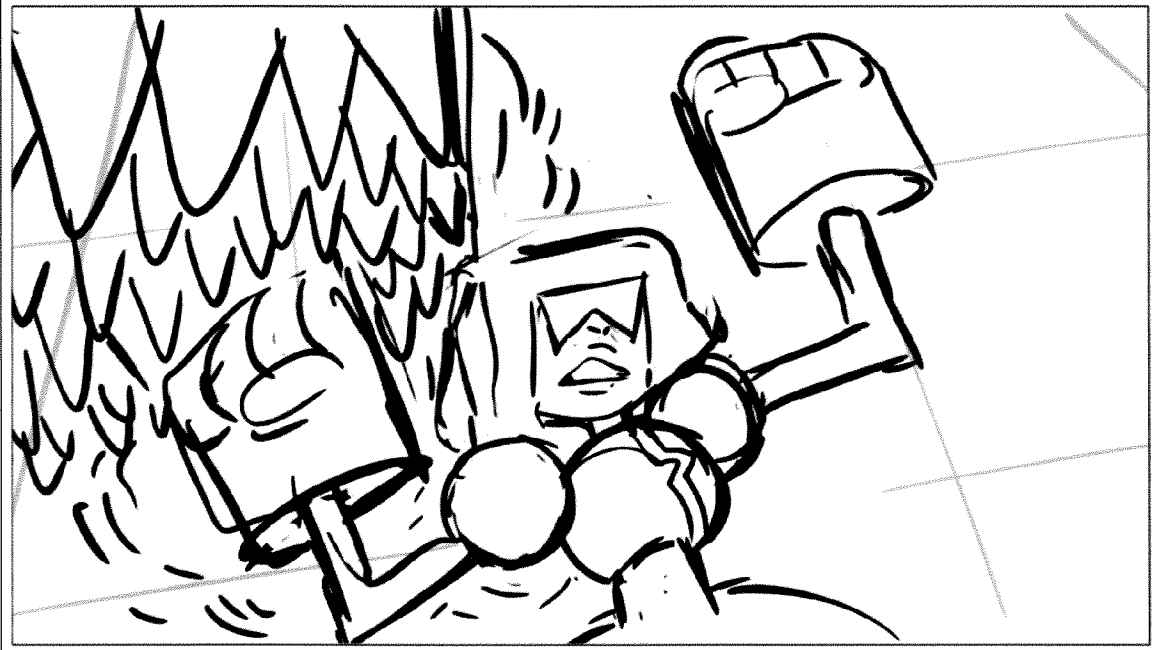
JUN 10 2013

1020.007

1020.007

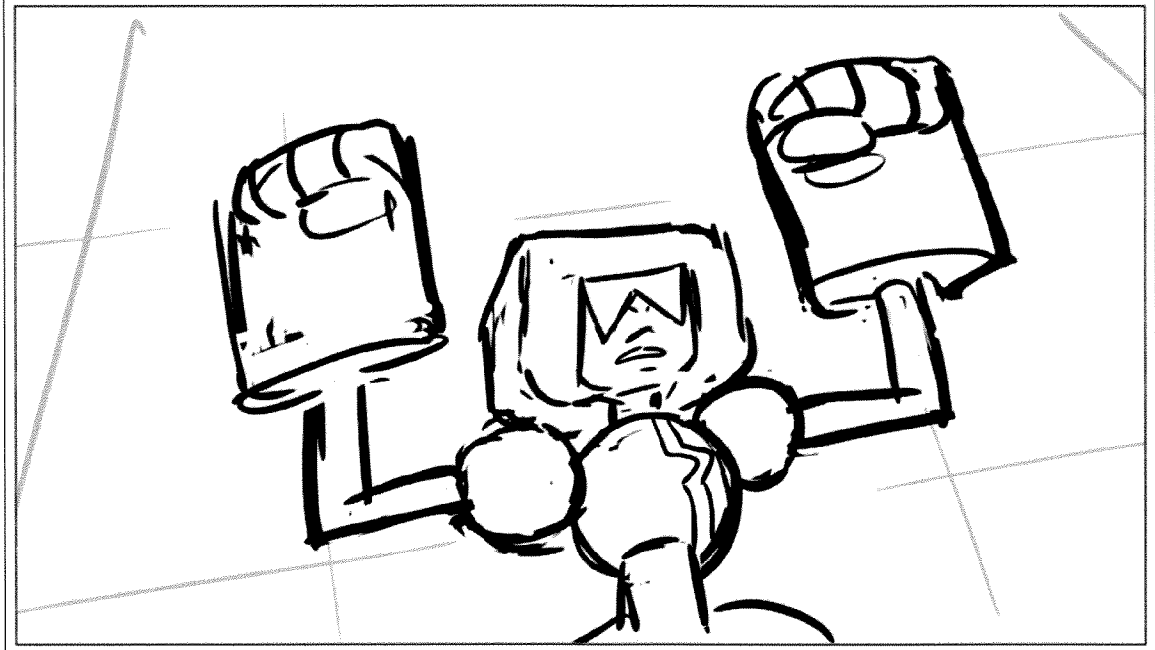
1020.007

Scene 95 Panel 15
CONT



Slugging
0.08

Scene 95 Panel 16
CONT



Slugging
0.06

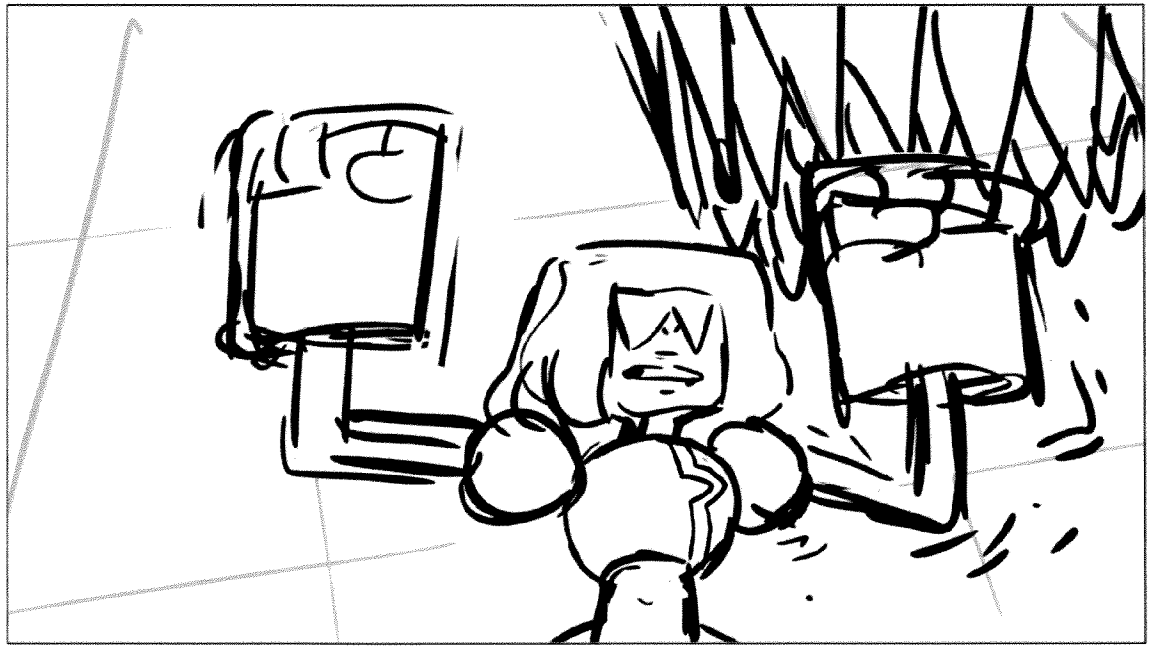
JUN 10 2013

1020-007

1020-007

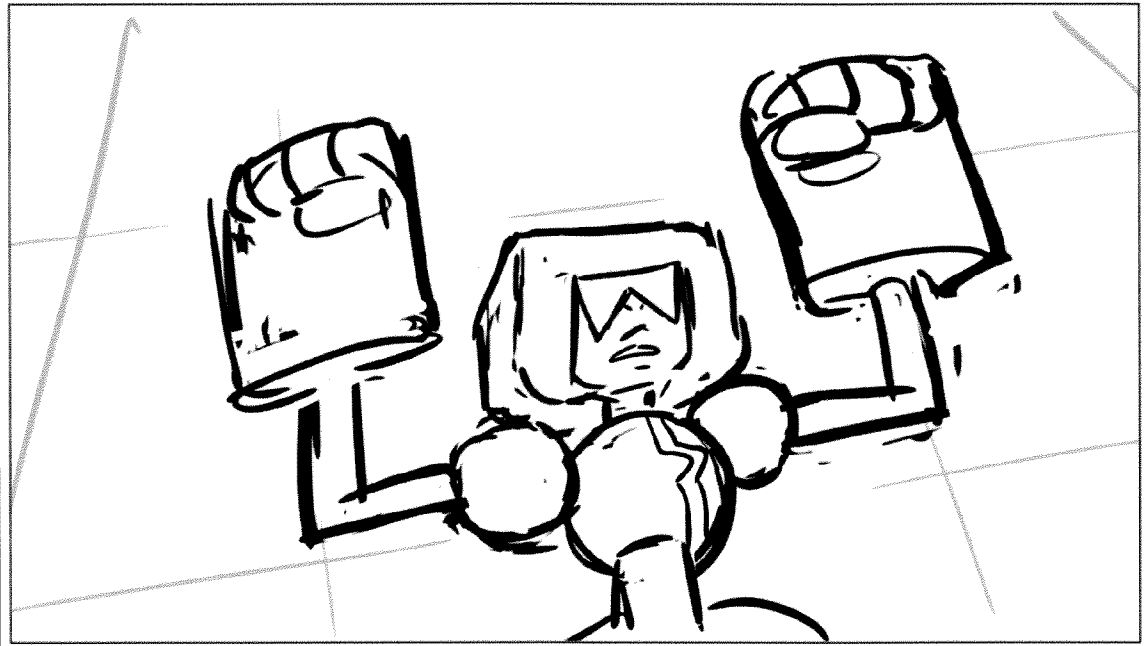
237

Scene 95 Panel 17
CONT



Slugging
0.08

Scene 95 Panel 18
CONT



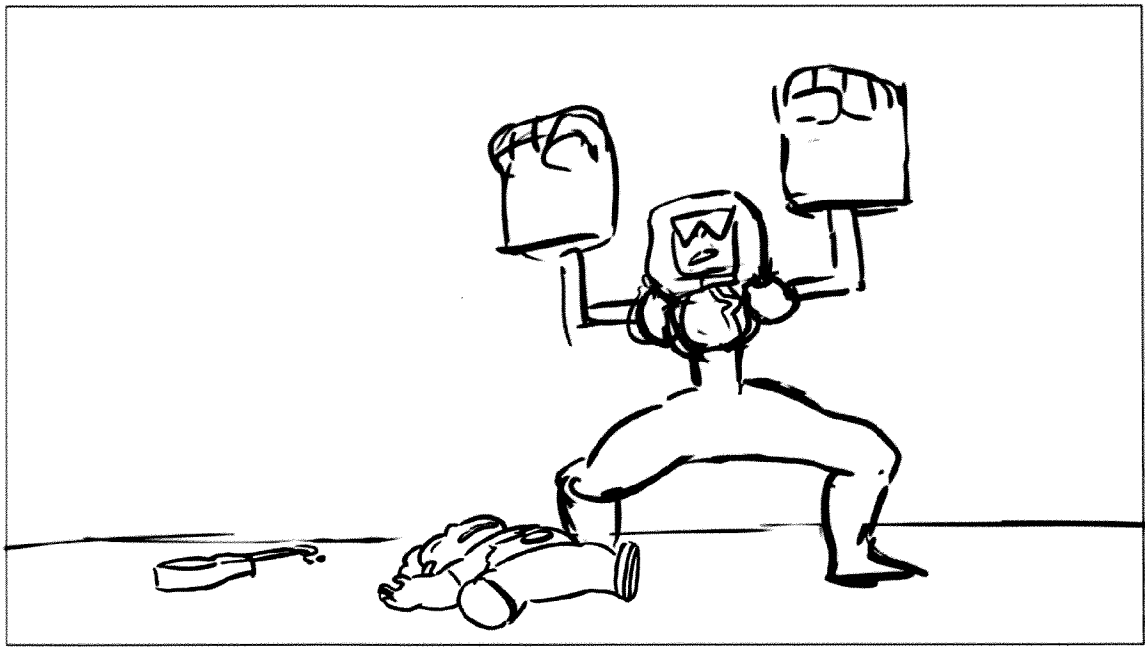
Slugging
0.06

JUN 10 2013

1020.007

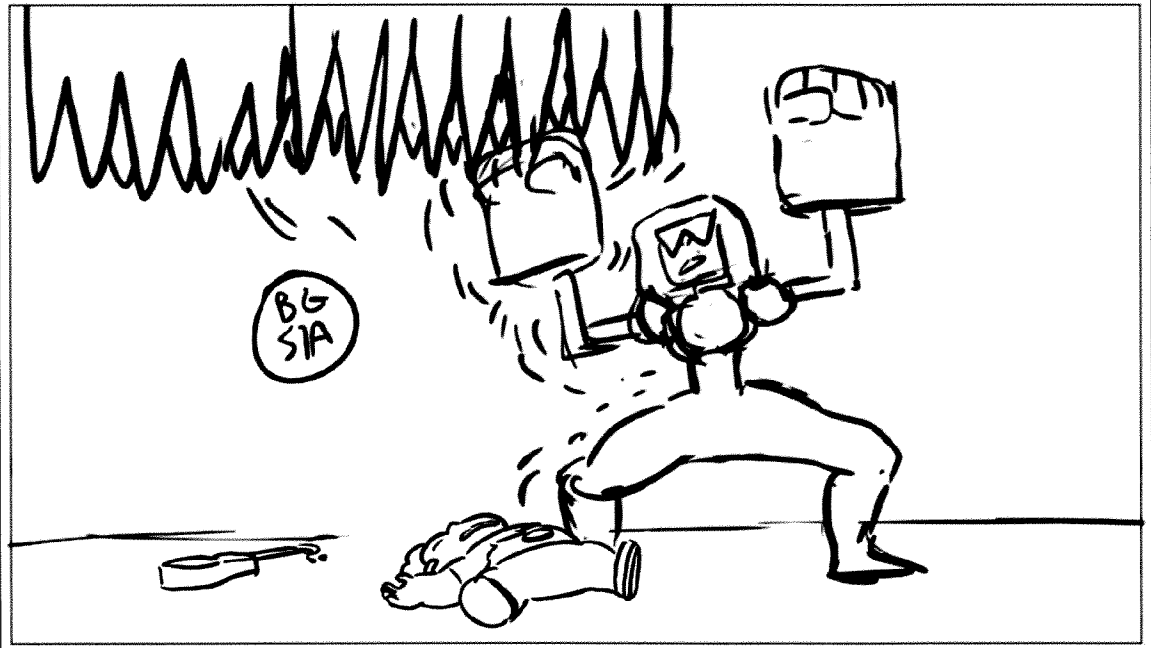
1020.007

Scene	Panel
96	1



Slugging
0.06

Scene	Panel
96	2



Action Notes
Spikes come down on Garnet's right hand

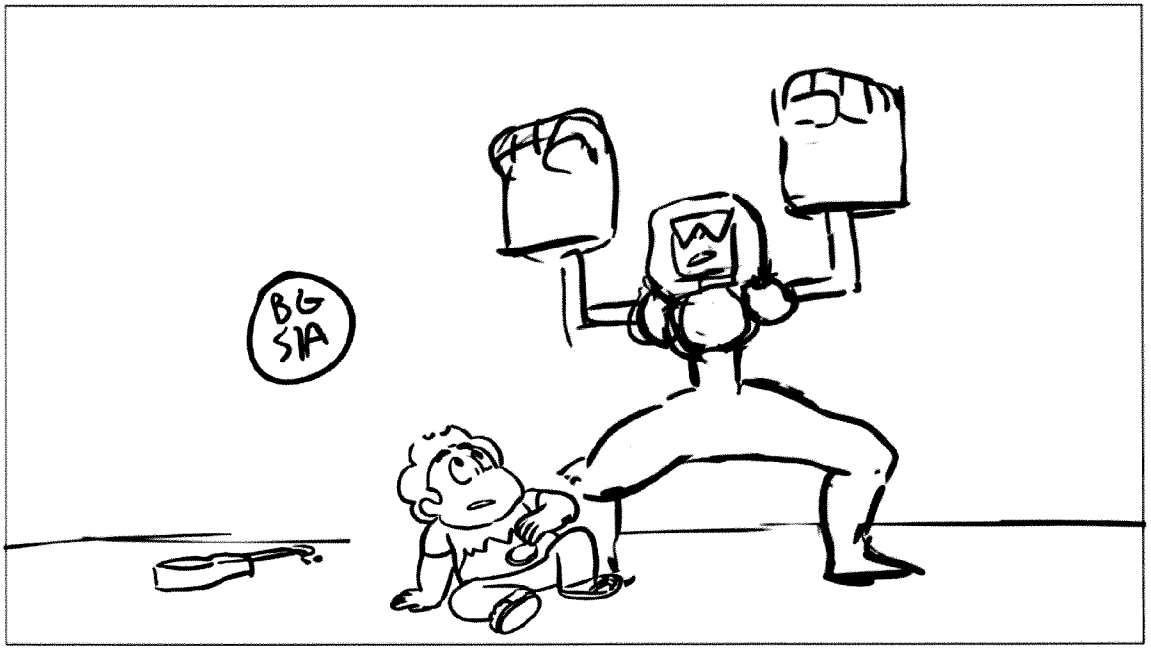
Slugging
0.08

JUN 1 0 2013

1020-007

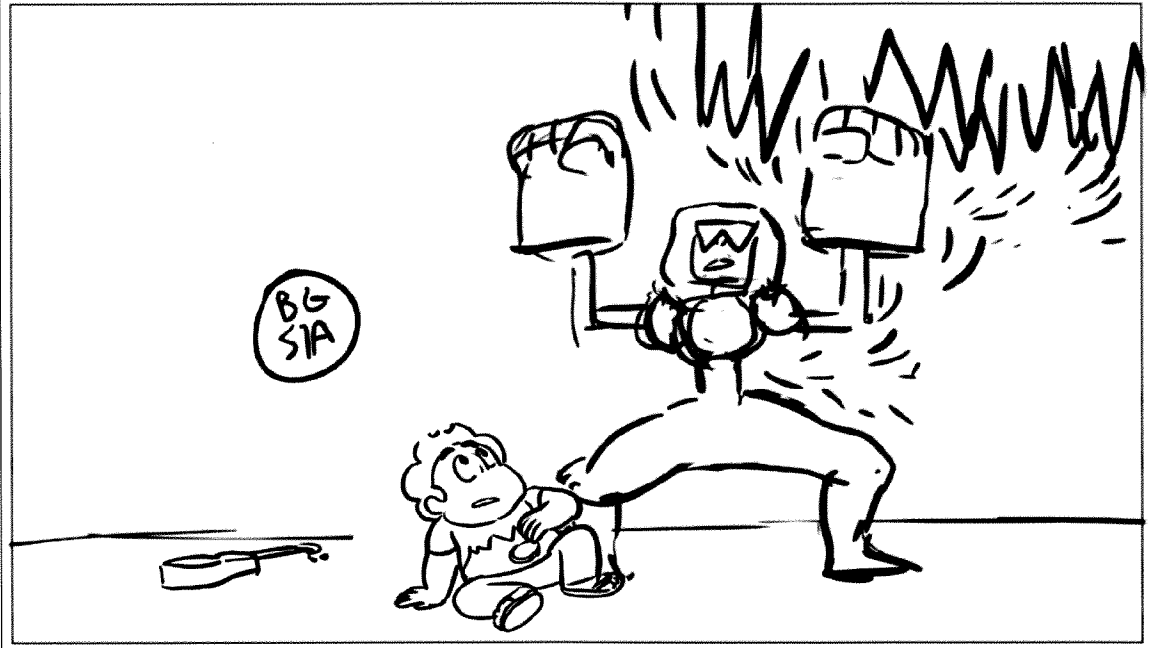
1020-007

Scene 96 Panel 3
CONT



Slugging
0.06

Scene 96 Panel 4
CONT



Action Notes
Spikes come down on Garnet's left hand

Slugging
0.08
JUN 10 2013

1020-007

100-0701

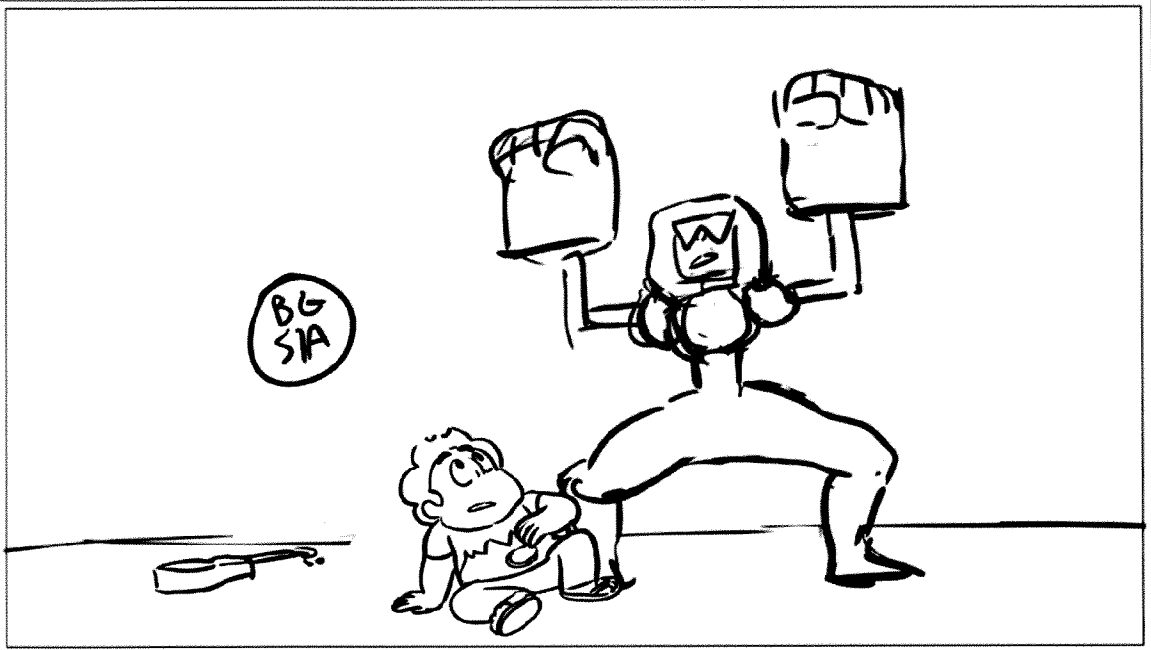
Scene

96

Panel

CONT

5



Slugging
0.06

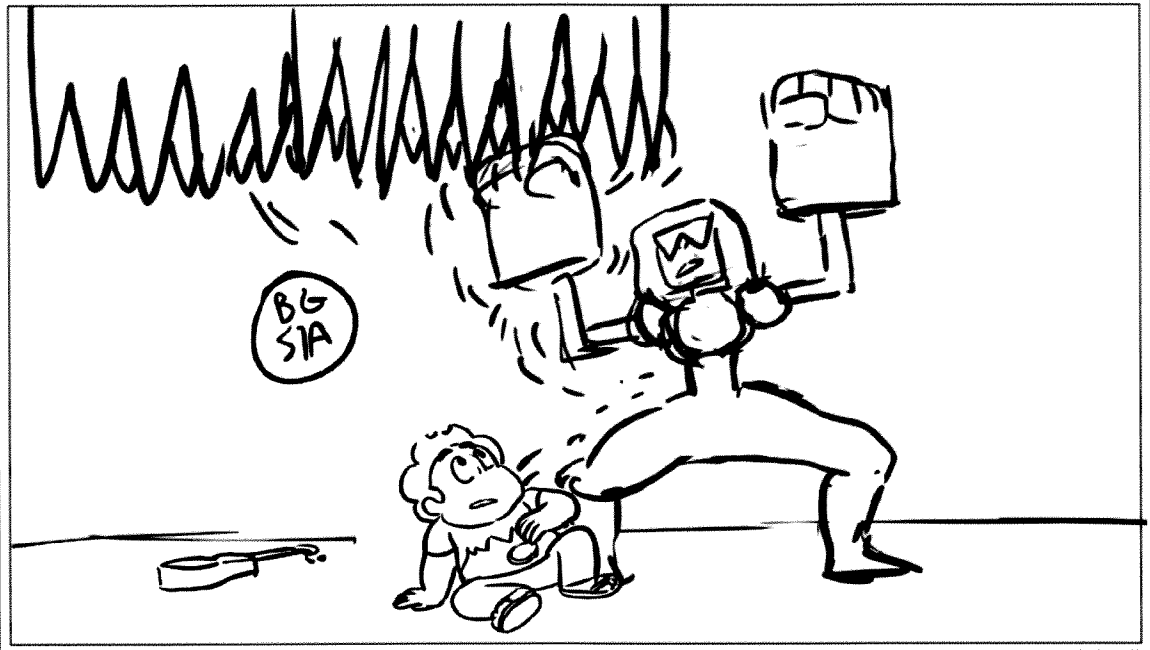
Scene

96

Panel

CONT

6



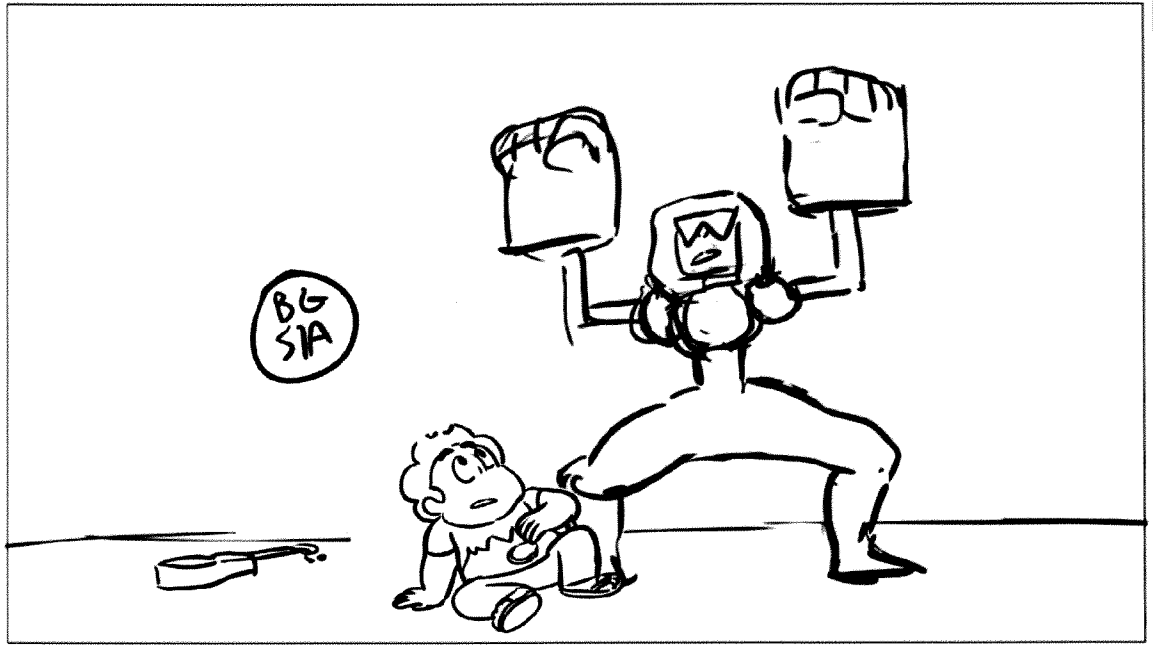
Action Notes
Spikes come down on Garnet's right hand

Slugging
0.08

JUN 10 2013

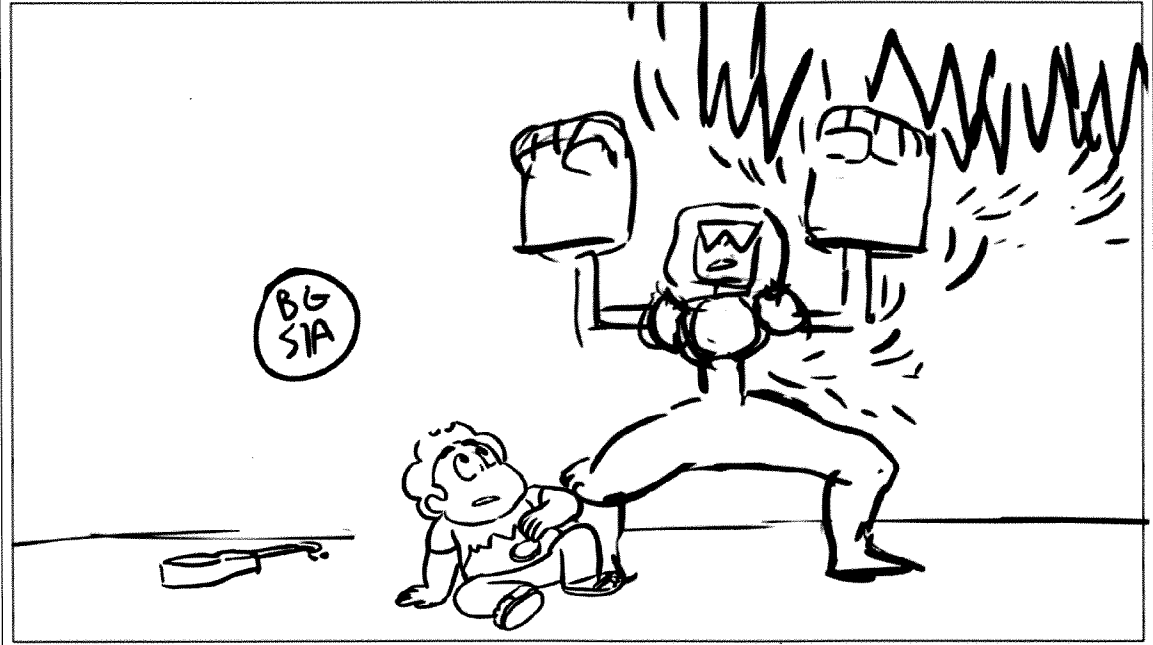
241

Scene 96 Panel 7
CONT



Slugging
0.06

Scene 96 Panel 8
CONT



Action Notes
Spikes come down on Garnet's left hand

Slugging
0.08

JUN 10 2013

1020-007

1020-007

1020-007

Scene 97 Panel 1



Slugging
0.04

Scene 97 Panel 2



Dialog
STEVEN: AWW, MY UKULELE...

Action Notes
Steven notices ukulele

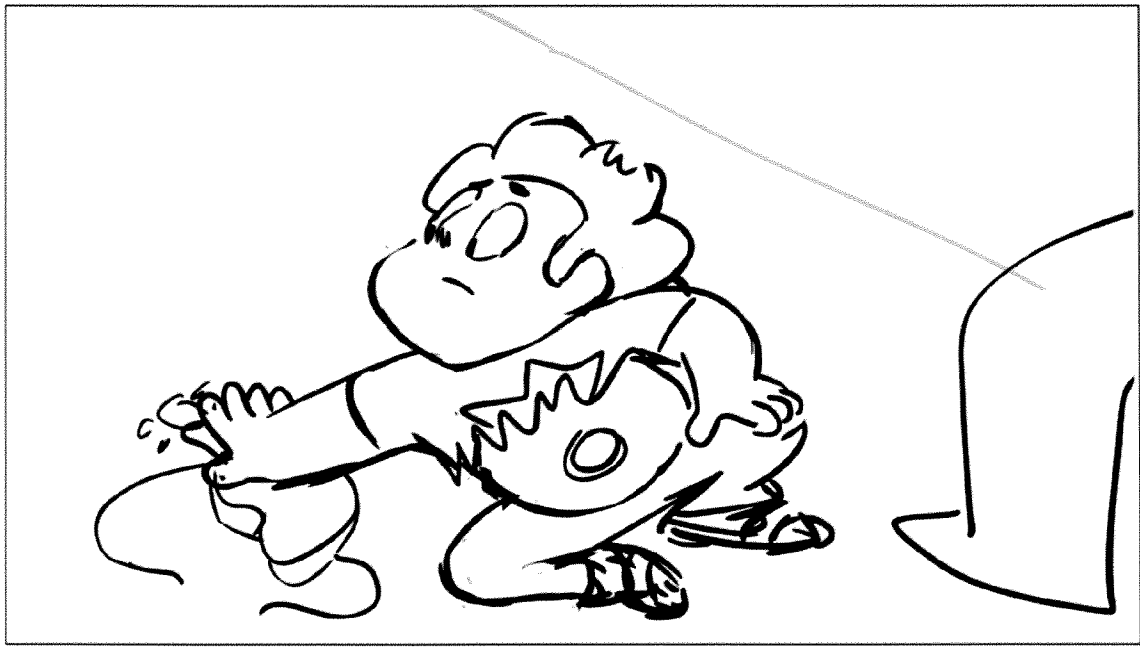
JUN 10 2013

Slugging
2.10

1020-007

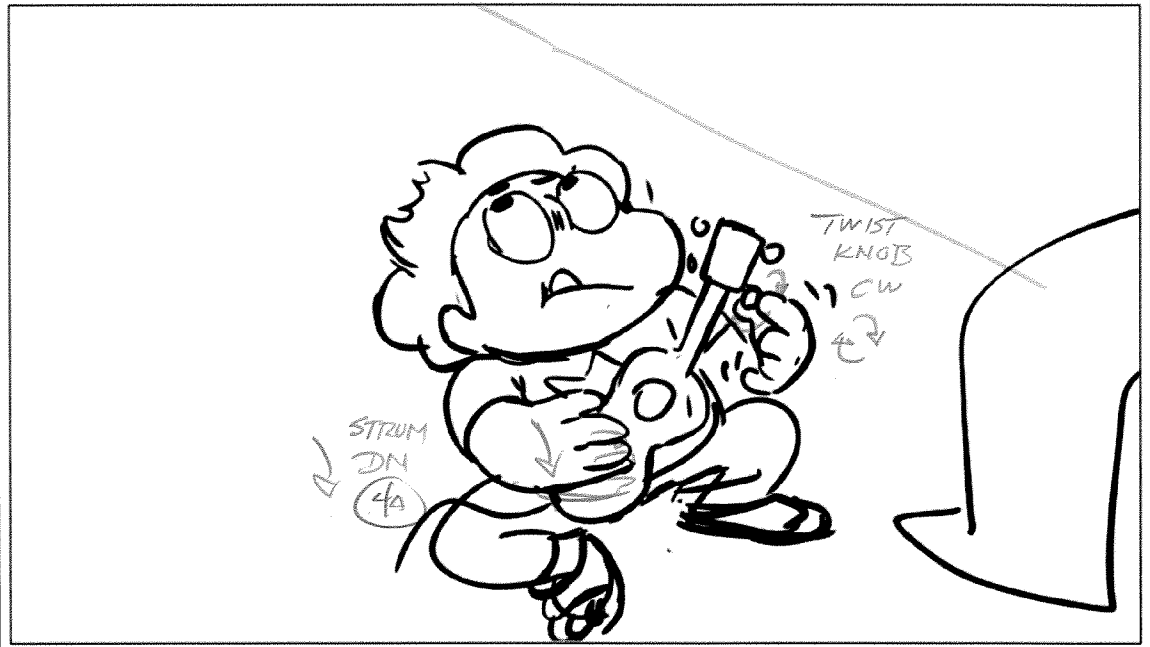
1020-007

Scene 97 *cont* Panel 3



Slugging
0.06

Scene 97 *cont* Panel 4



Action Notes
Steven starts tuning his ukulele

Slugging
2.12

JUN 1 @ 2013

1020-007

1020-007

Scene 97 Panel 5



Dialog
GARNET: STEVEN.

Slugging
1.00

Scene 98 Panel 1



Dialog
GARNET: (*STRUGGLING TO HOLD UP SPIKES) NOW IS PROBABLY NOT THE BEST TIME FOR THAT.

Slugging
4.15
JUN 1 0 2013

1020.007

1020.007

245

Scene	Panel
99	1



Slugging
0.12

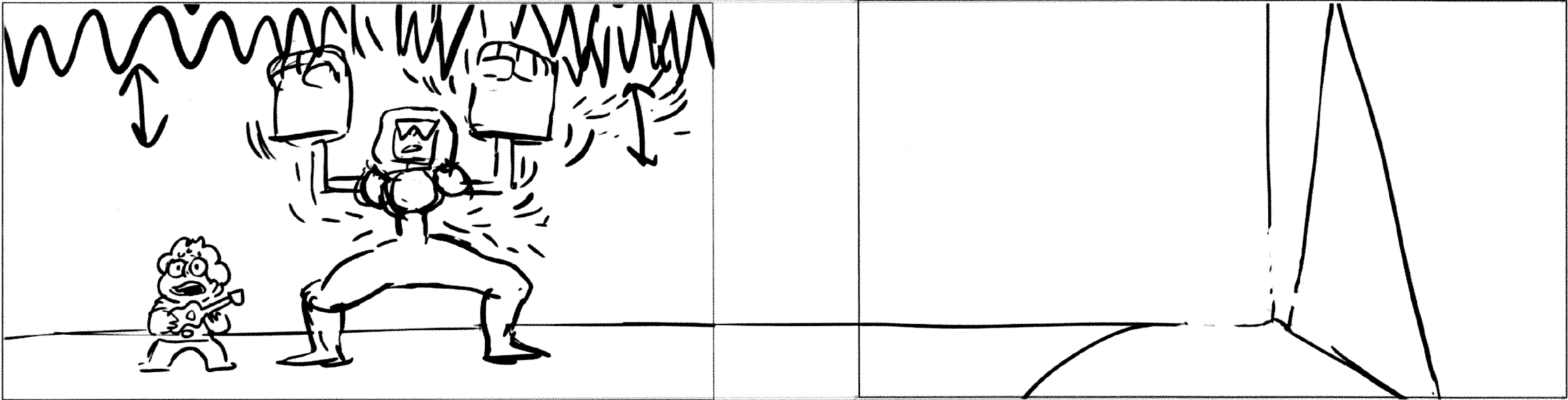
1020.007

1020.007

JUN 10 2013

1020.007

Scene	Panel
99	WNT 2

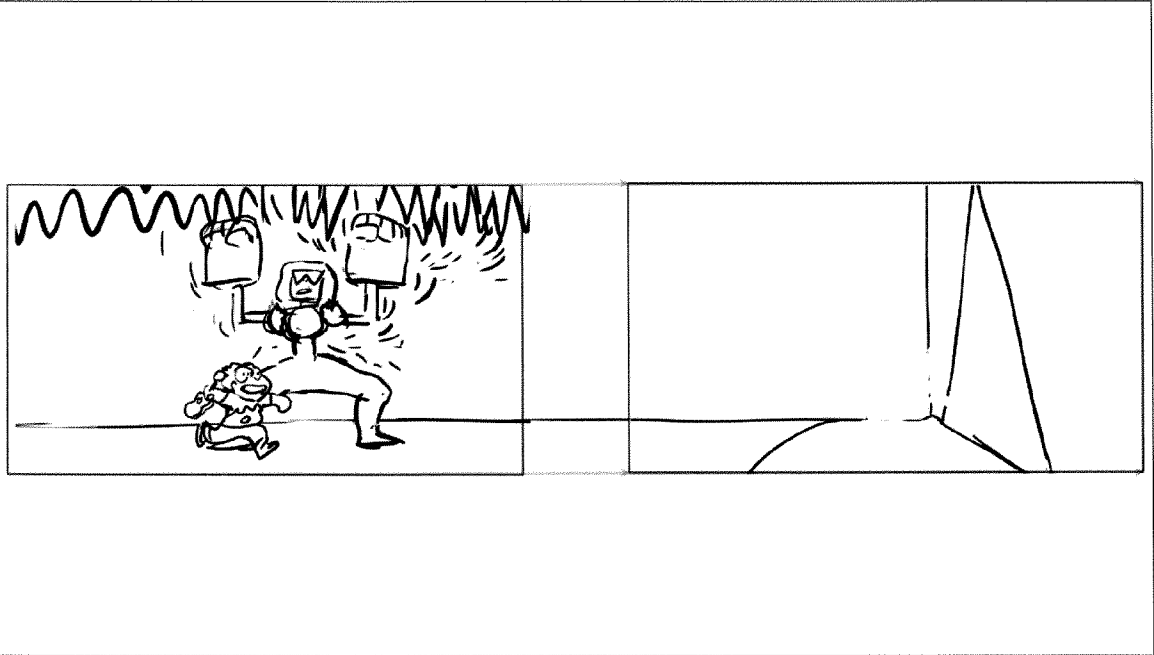


Dialog
STEVEN: OH! R-RIGHT!

Slugging
HOLD 3.00

JUN 10 2013

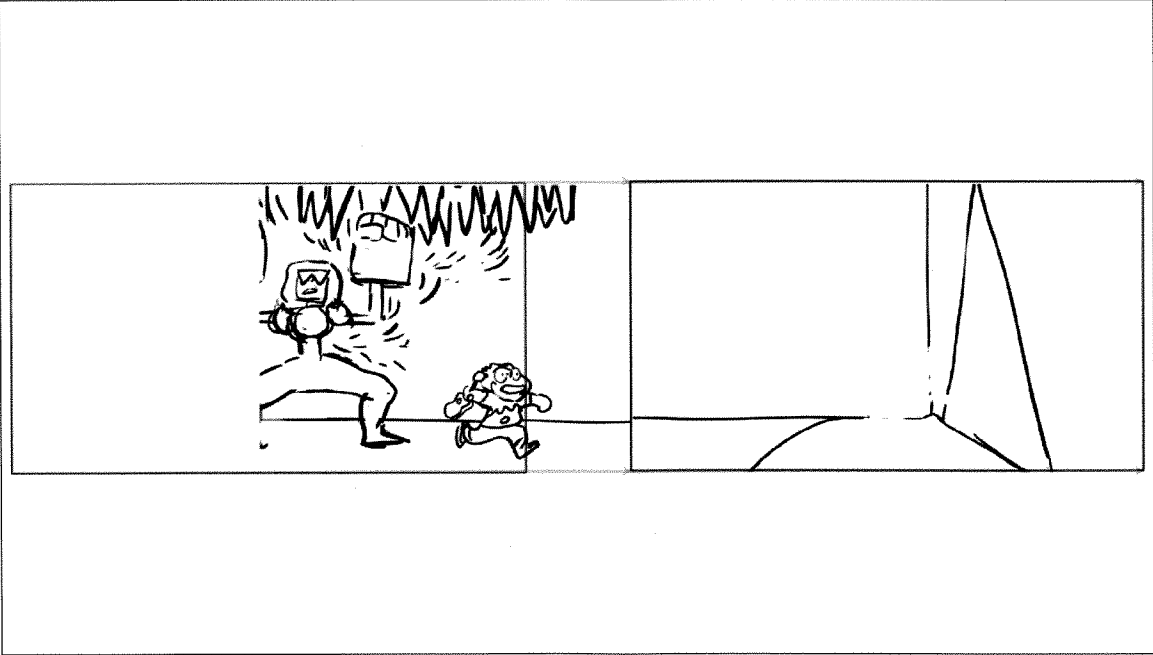
Scene	Panel
99	CONT 3



Slugging
HOLD 0.09

ADJ through panel 3 to 6.

Scene	Panel
99	CONT 4



Action Notes
Steven runs out from under spikes

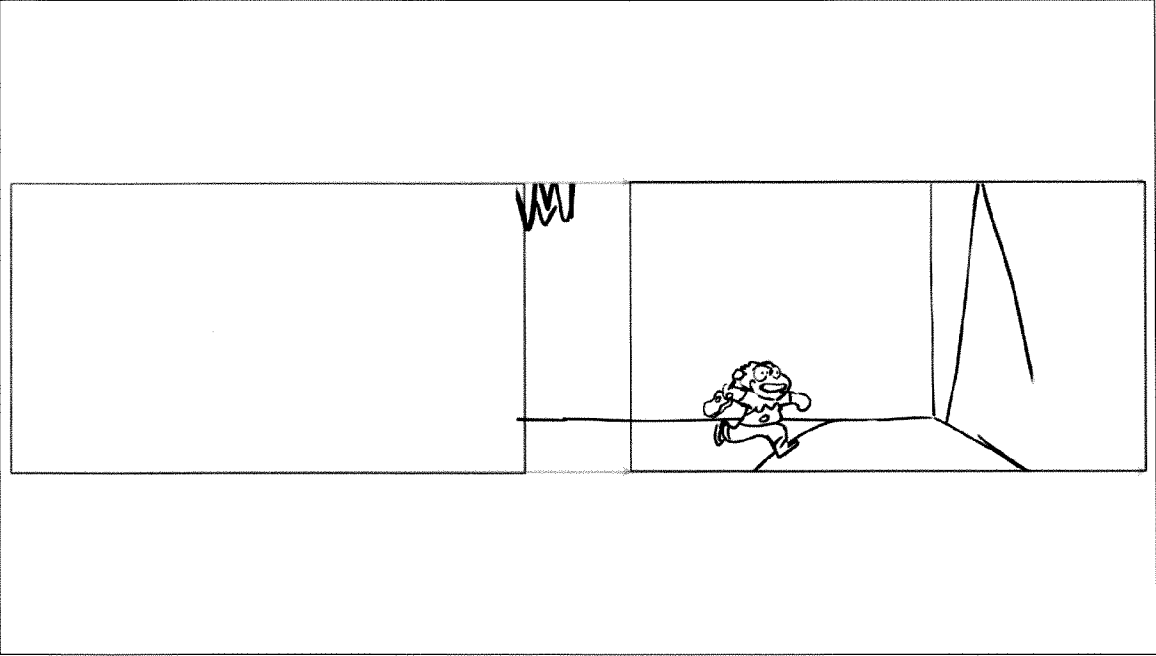
Slugging
ADJ 0.08

JUN 10 2013

1020.007

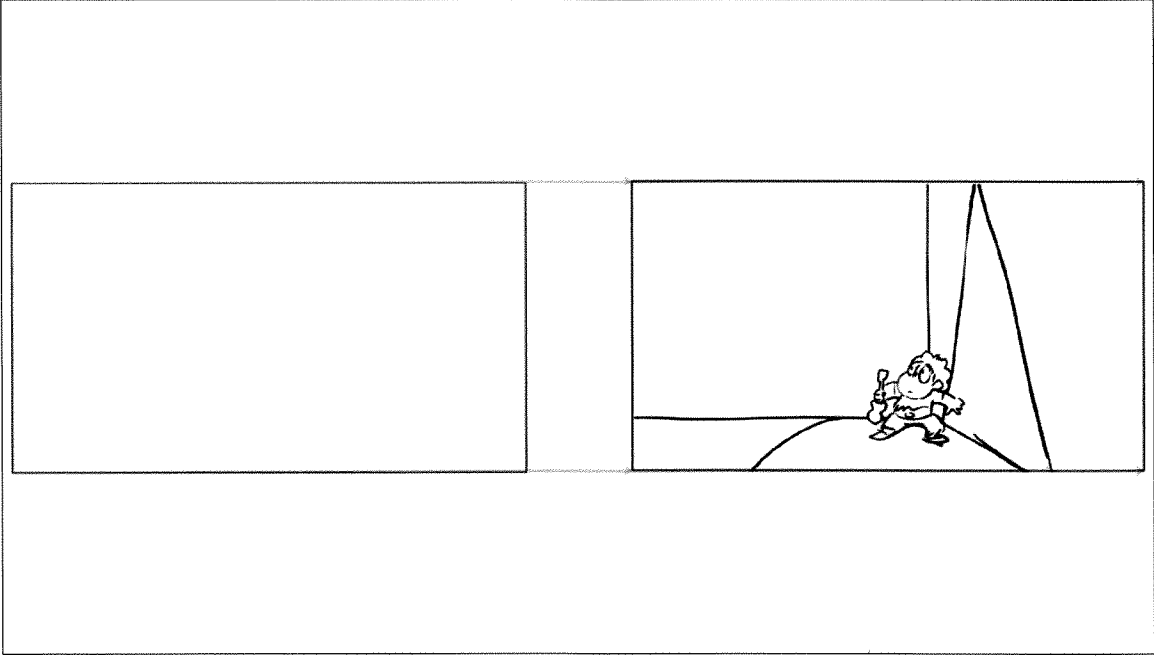
1020.007

Scene	Panel
99	CONT 5



Slugging
ADJ 0.09

Scene	Panel
99	CONT 6



Slugging
1.01
ADJ then HOLD.

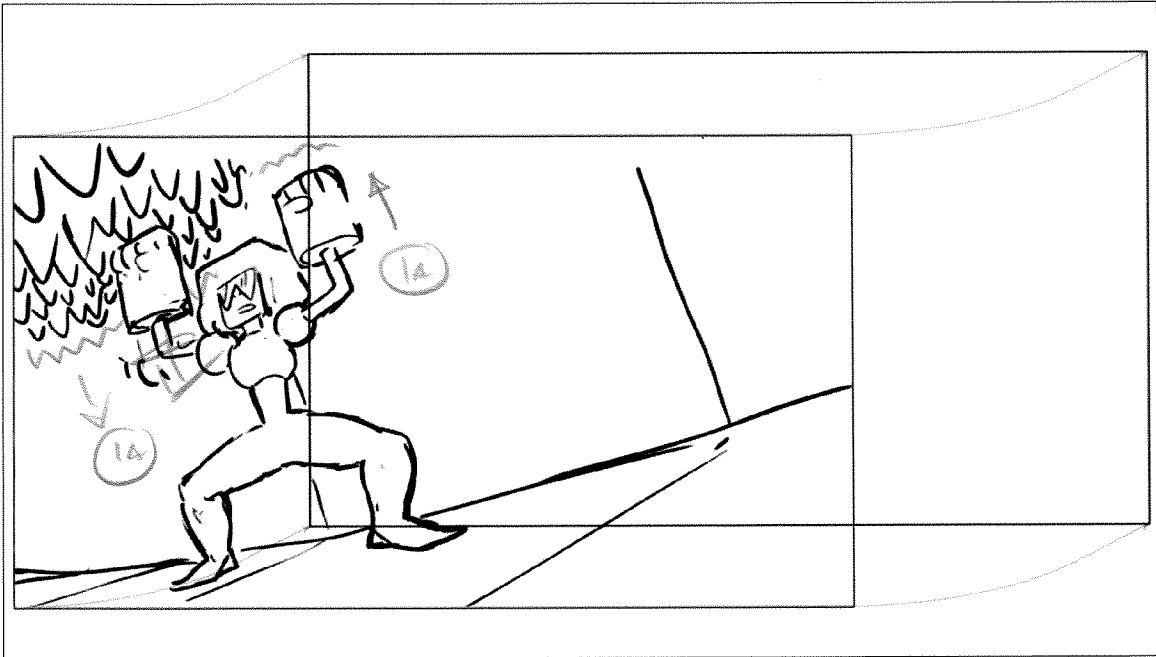
JUN 10 2013

1020.007

1020.007

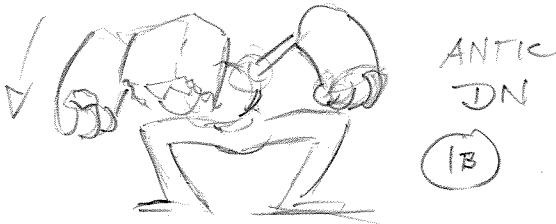
1020.007

Scene	Panel
100	1

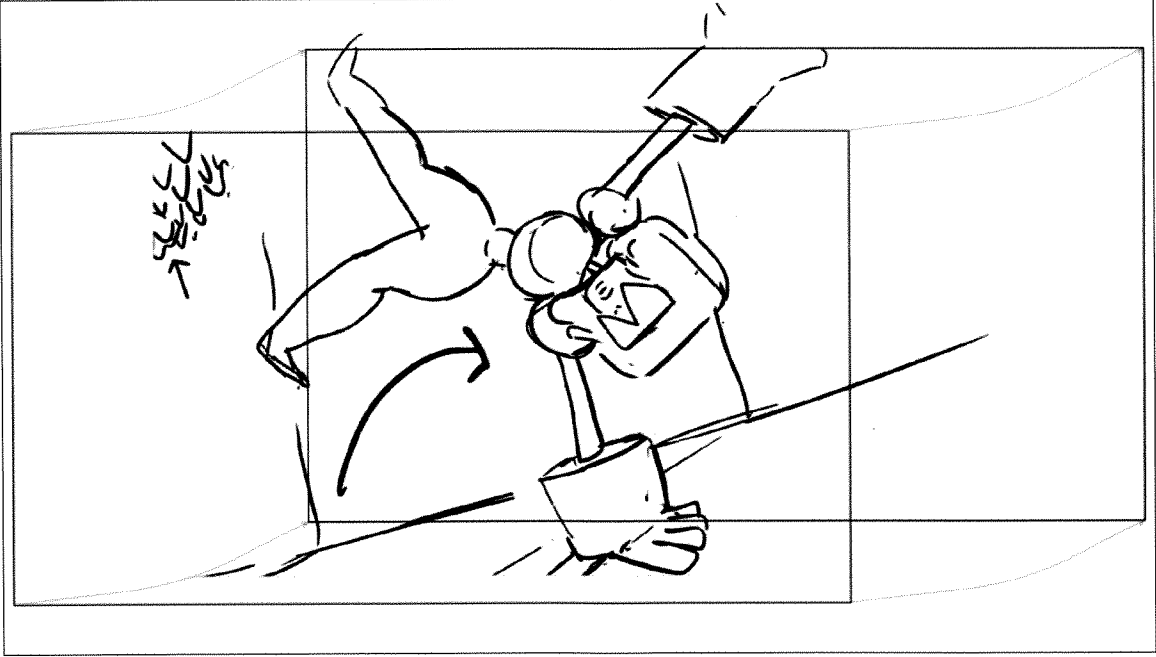


Slugging
ADJ 0.14

ADJ through panels 1 to 5.



Scene	Panel
100	2



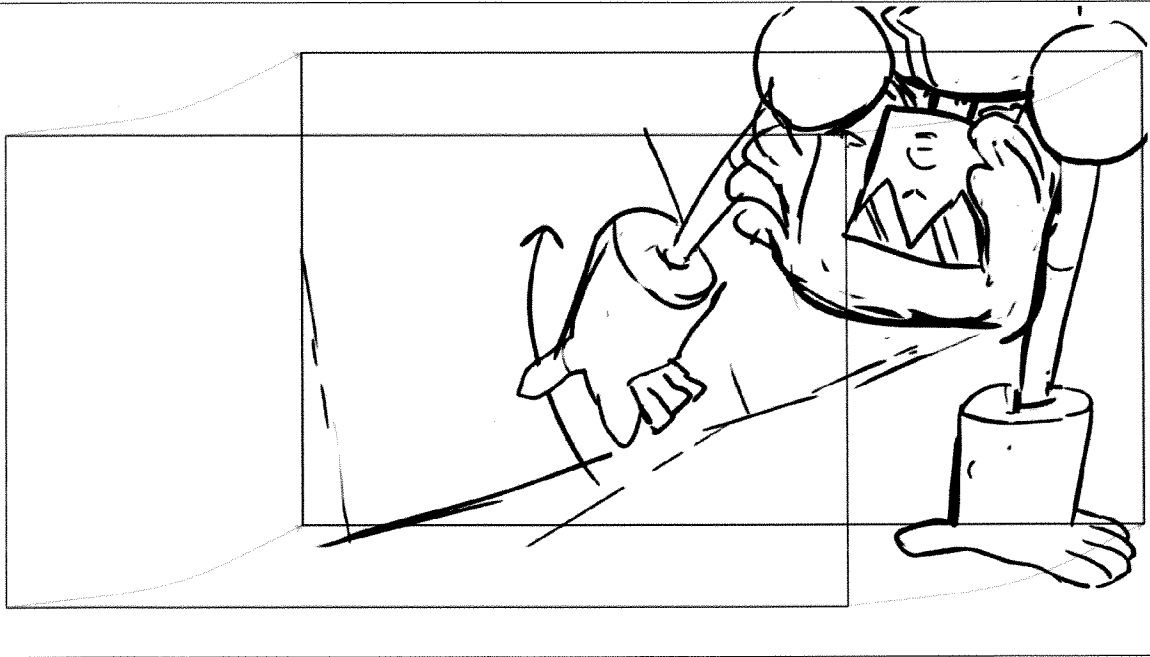
Dialog
GARNET: (*CARTWHEELING) HWAH!

Action Notes
Spikes lift over Garnet,
Garnet cartwheels out from under spikes

Slugging
ADJ: 0.09

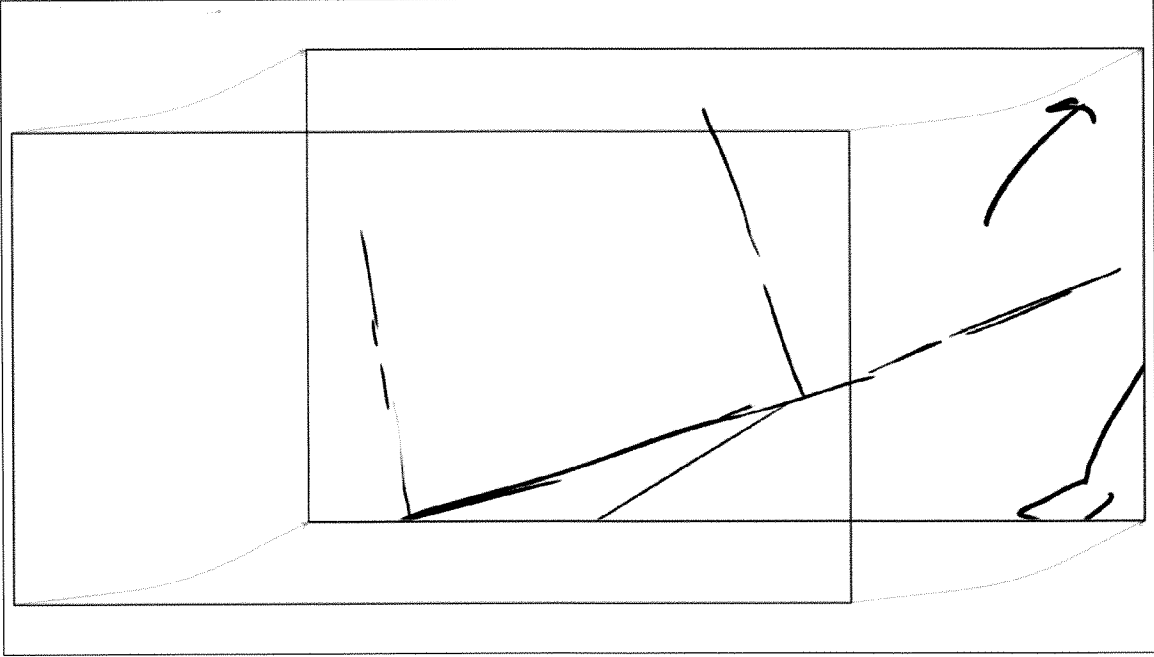
JUN 10 2013

Scene 100 Panel 3
CONT



Slugging
ADJ: 0.09

Scene 100 Panel 4
CONT



Slugging
ADJ: 0.10

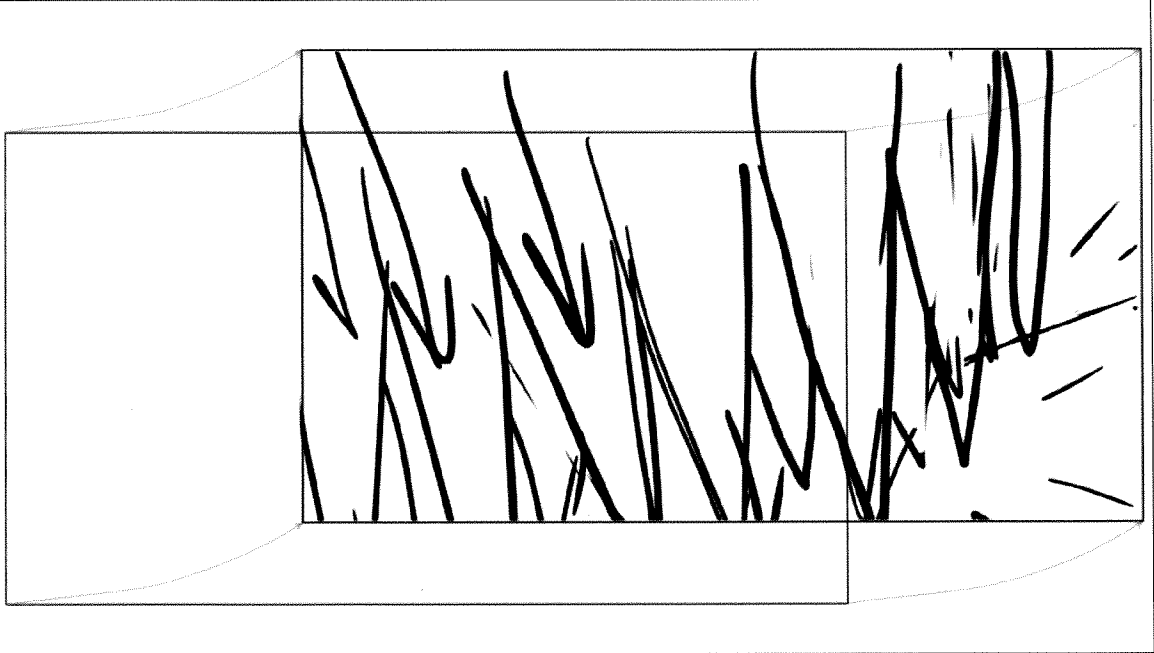
JUN 10 2013

1020-007

1020-007

1020-007

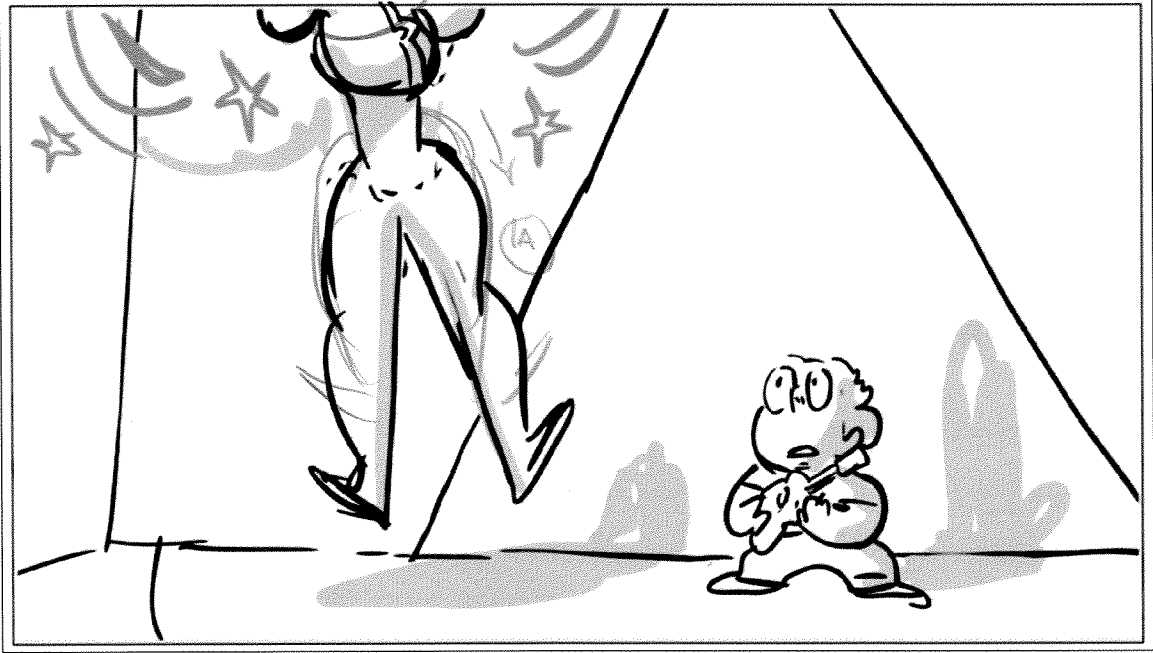
Scene 100 Panel 5



Action Notes
Spikes come down after Garnet cartwheels out of the way

Slugging
ADJ: 0.09

Scene 101 Panel 1



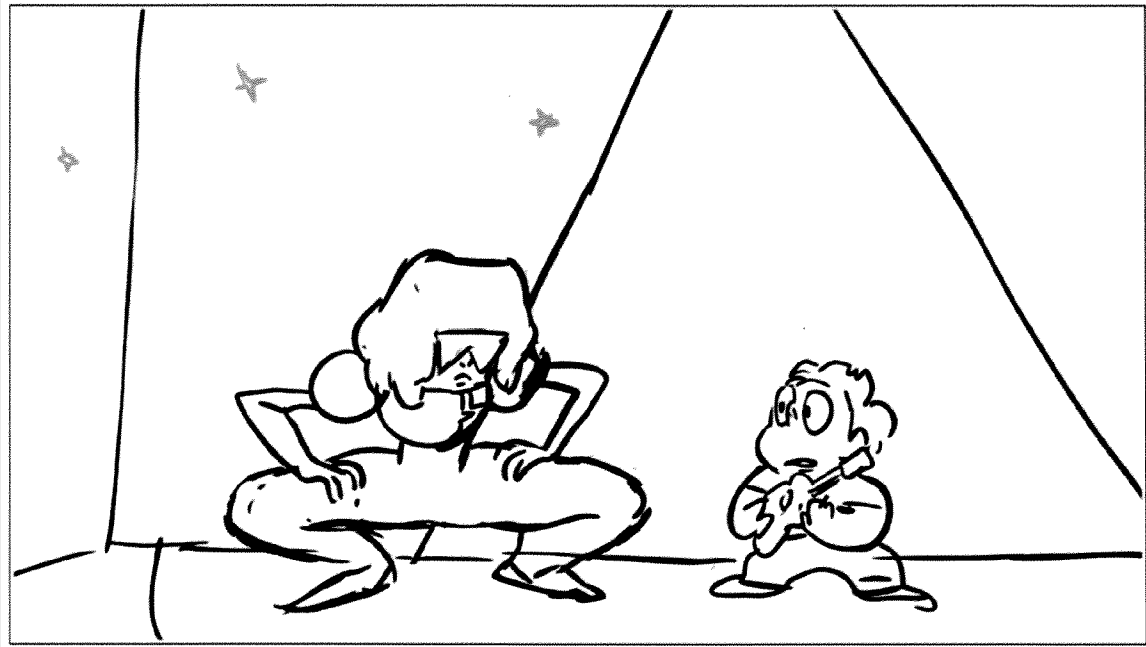
Action Notes
GARNET gauntlets disappear off screen; light from her gauntlets disappearing is seen as she lands

Slugging
0.05
JUN 10 2013

1020-007

1020-007

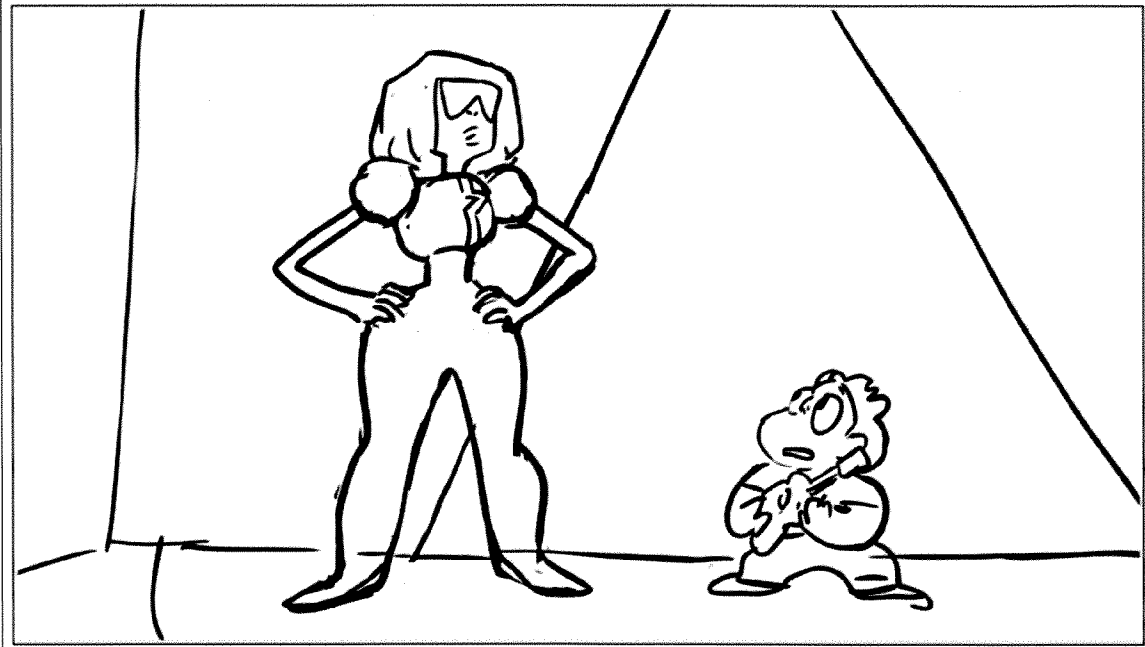
Scene 101 *cont* Panel 2



Action Notes
Light dissipates

Slugging
0.08

Scene 101 *cont* Panel 3



Action Notes
Light is completely gone

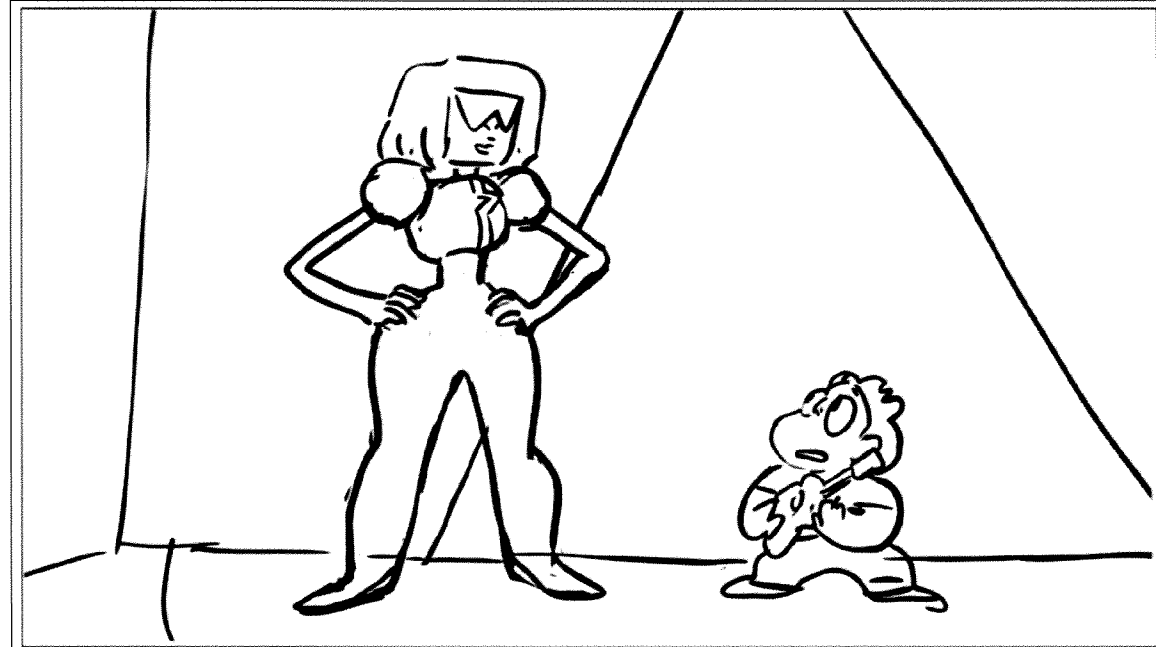
Slugging
1.00
JUN 10 2013

1020.007

1020.007

1020.007

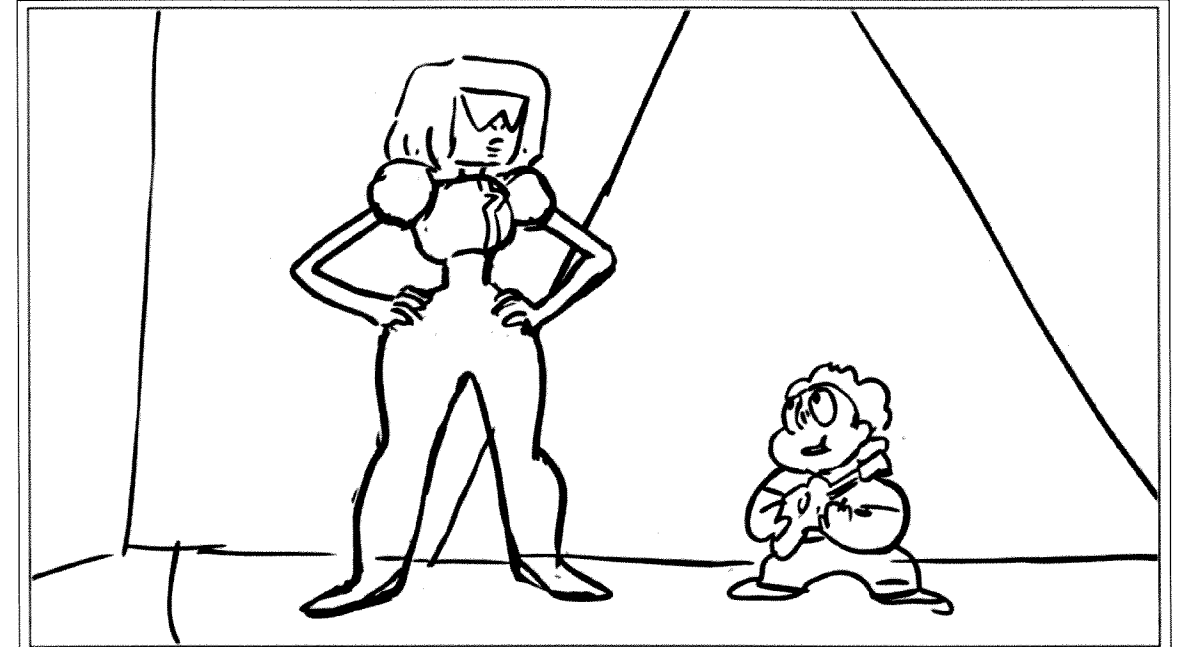
Scene	Panel
101	4



Dialog
GARNET: NOW THAT WAS A PRETTY CLOSE ONE.

Slugging
3.04

Scene	Panel
101	5



Dialog
STEVEN: HAHAHA!

Slugging
2.02

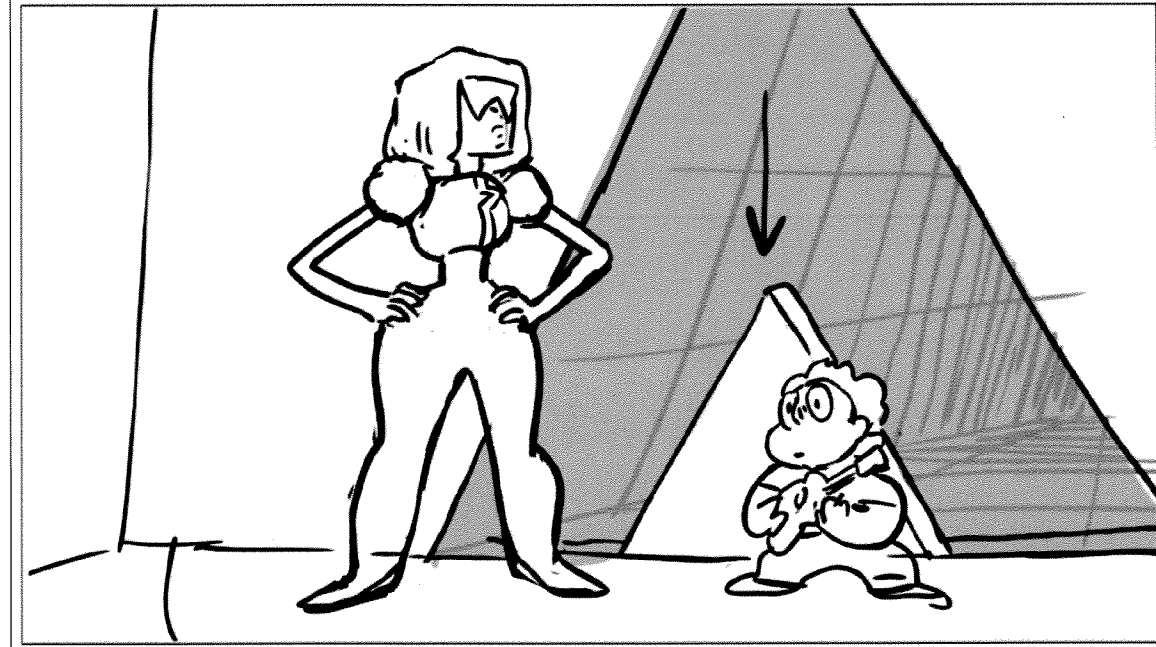
JUN 10 2013

1020-007

1020-007

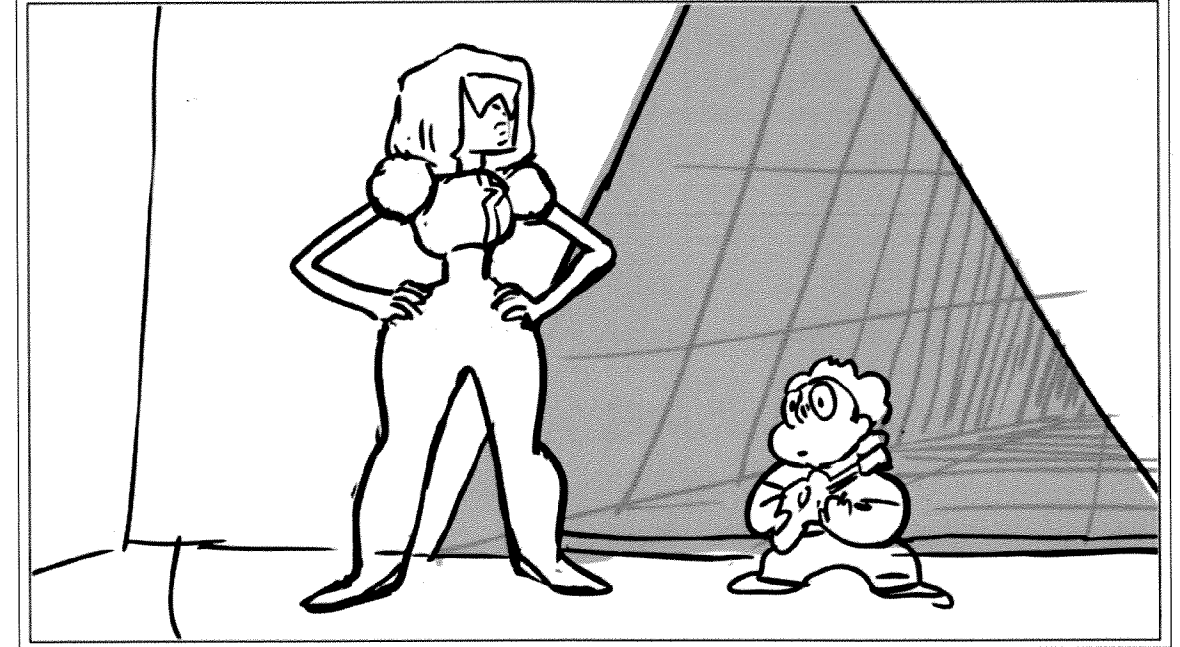
1020-007

Scene	Panel	
101	cont	6



Slugging
0.06

Scene	Panel	
101	cont	7



Slugging
0.12

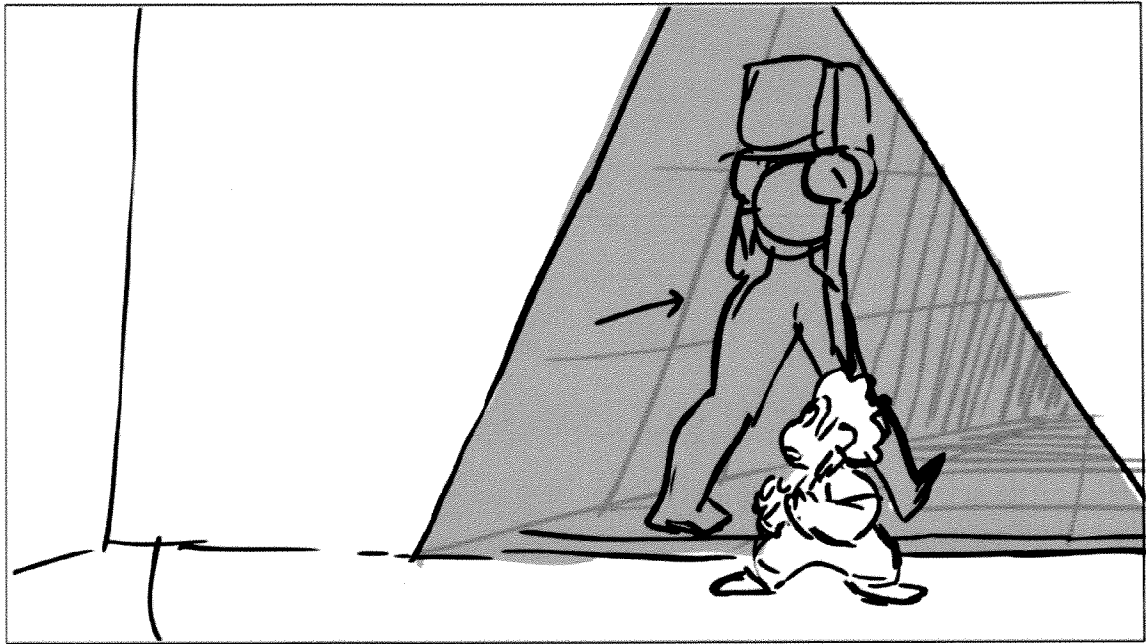
JUN 10 2013

1020-007

1020-007

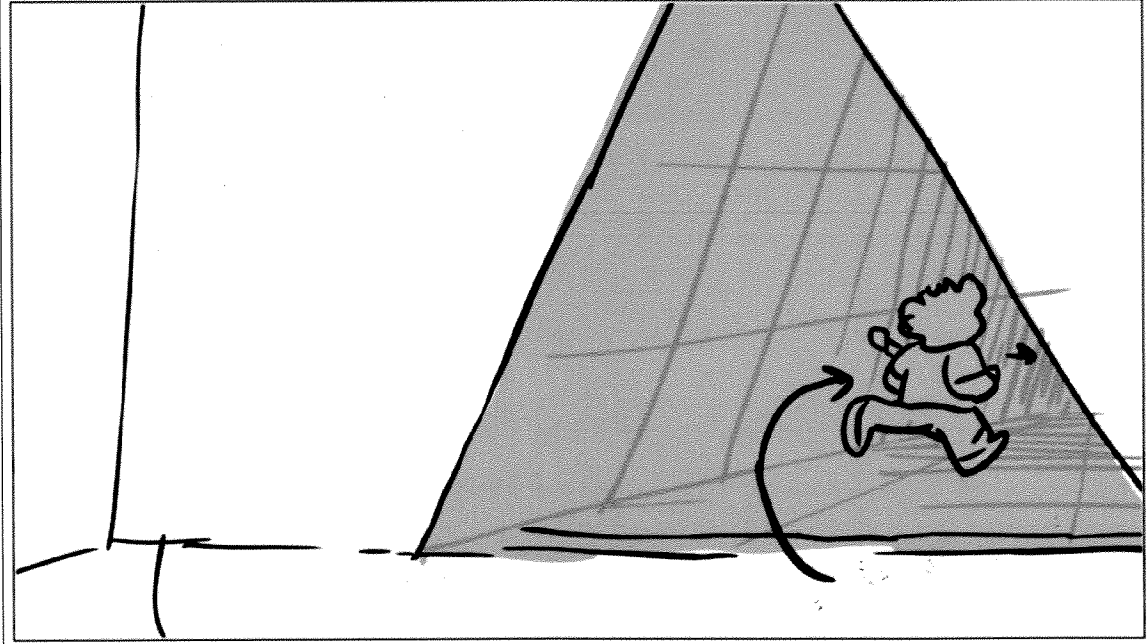
1020-007

Scene 101 Panel 8
CONT



Slugging
0.13

Scene 101 Panel 9
CONT



Dialog
STEVEN: YEAH

Slugging
1.03

JUN 10 2013

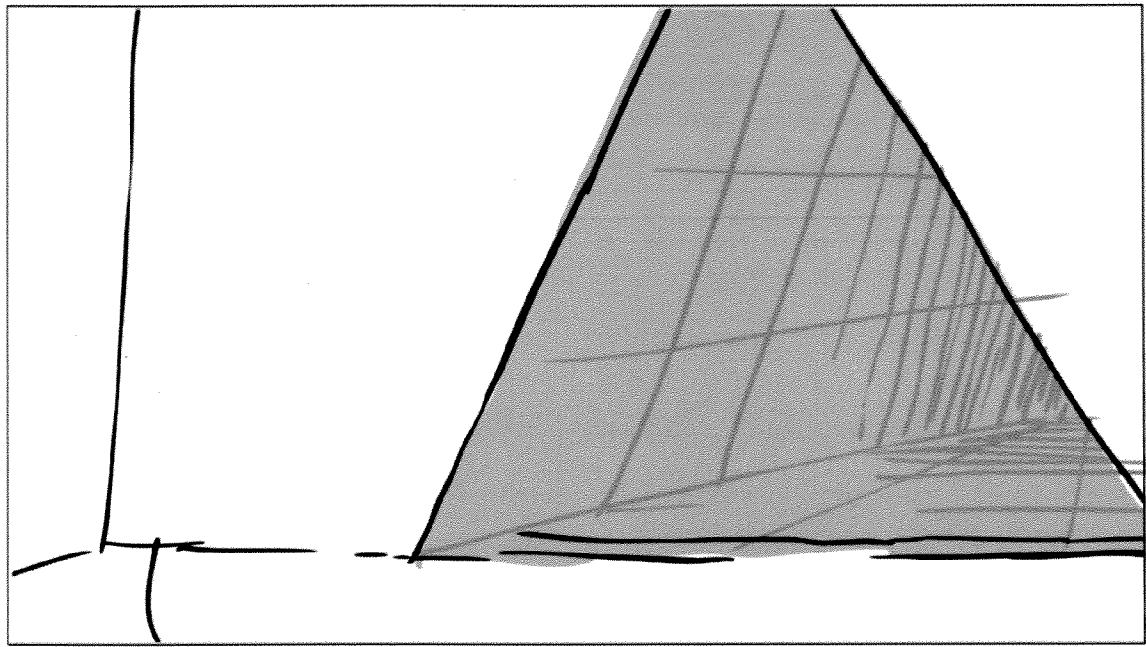
1020-007

1020-007

1020-007

NO SC
102

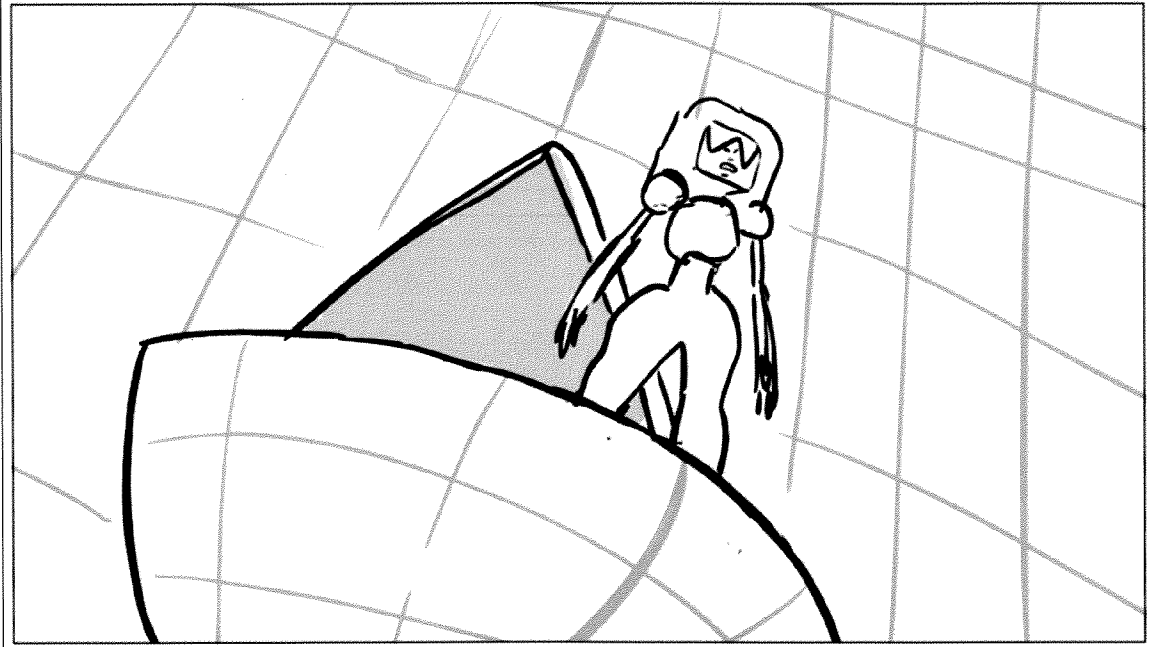
Scene	Panel
101	10



Dialog
STEVEN: THAT WAS A PRETTY

Slugging
1.10

Scene	Panel
103	1



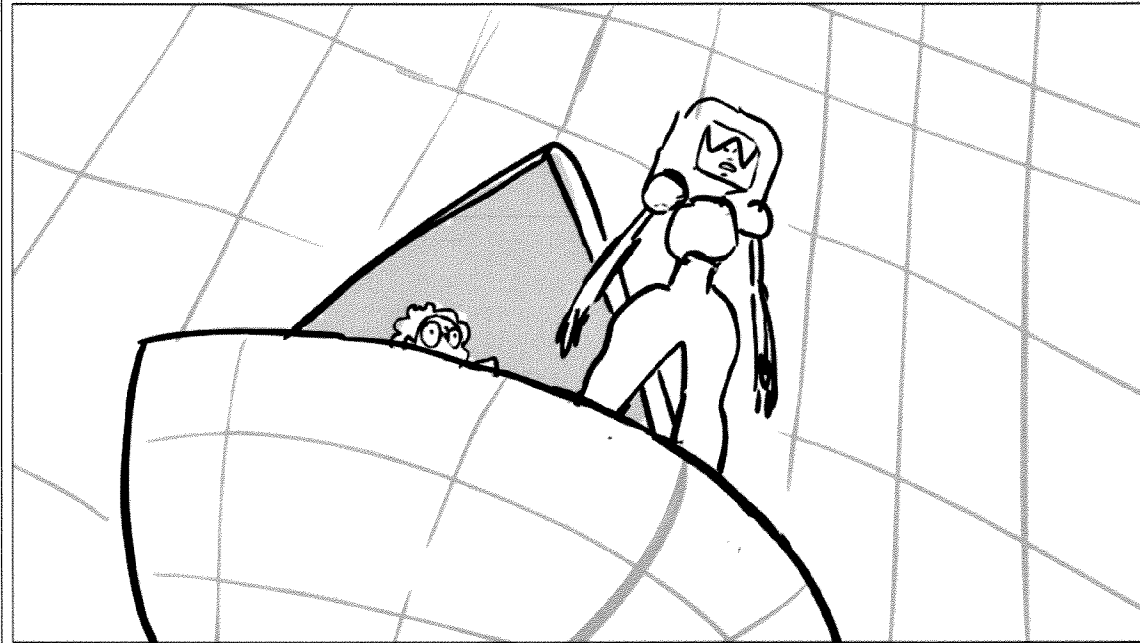
Slugging
0.14

JUN 10 2016

1020-007

1020-007

Scene	Panel
103	2

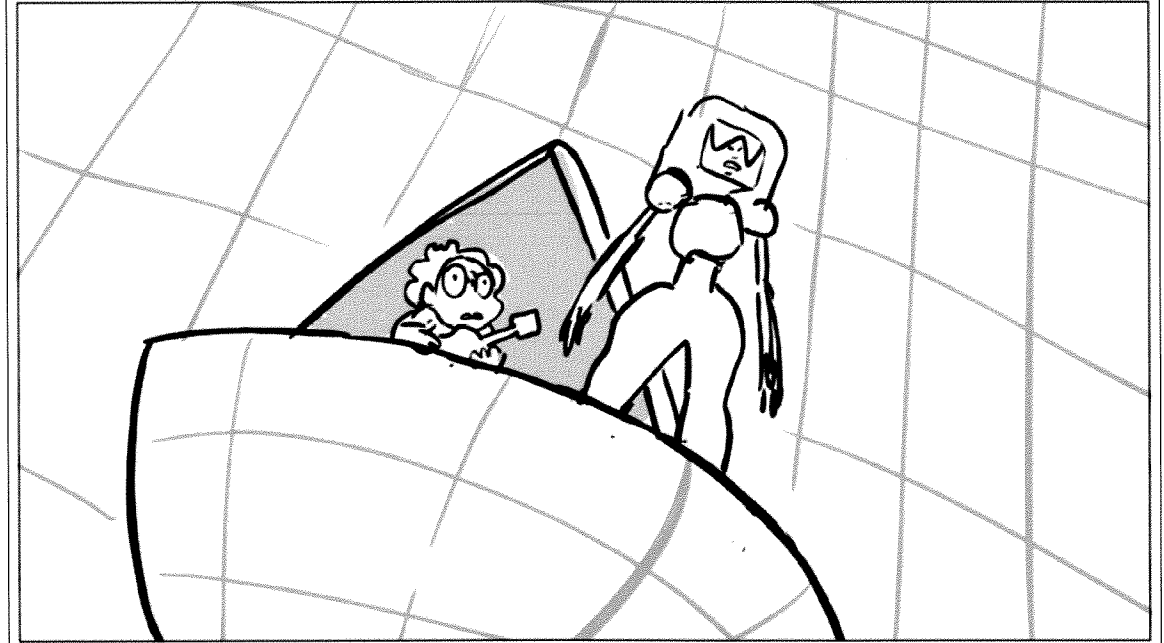


Dialog
STEVEN: CLOSE...

Action Notes
Steven walks next to Garnet

Slugging
1.04

Scene	Panel
103	3



Dialog
STEVEN: ONE...

Slugging
1.14

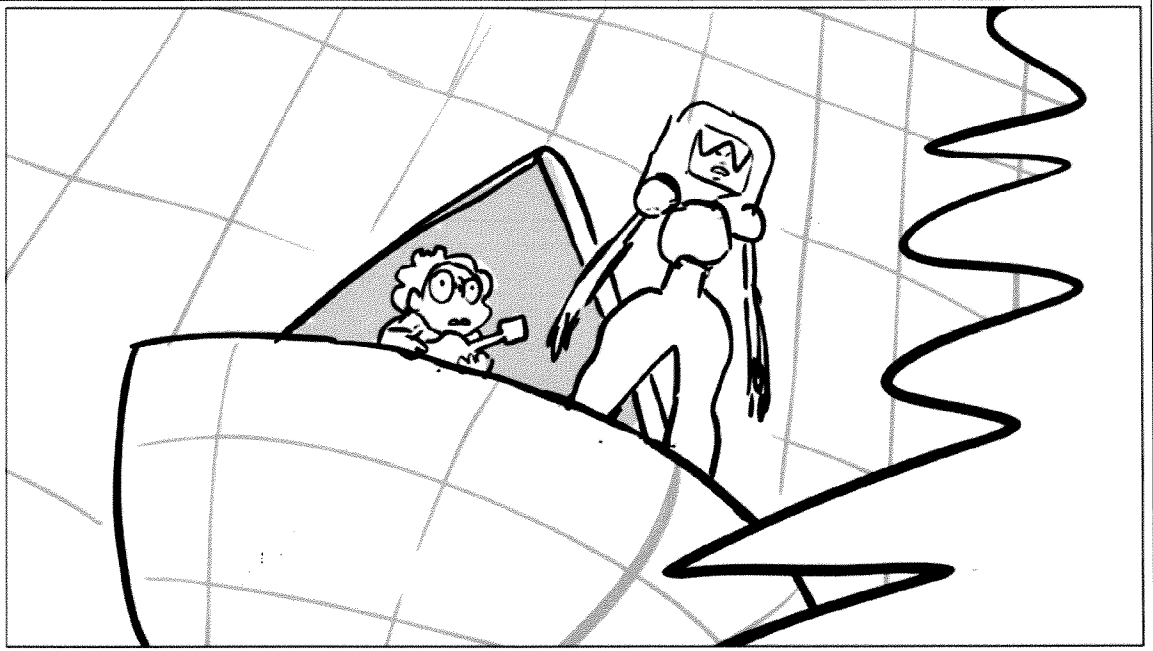
JUN 10 2013

1020-007

1020-007

1020-007

Scene 103 Panel 4

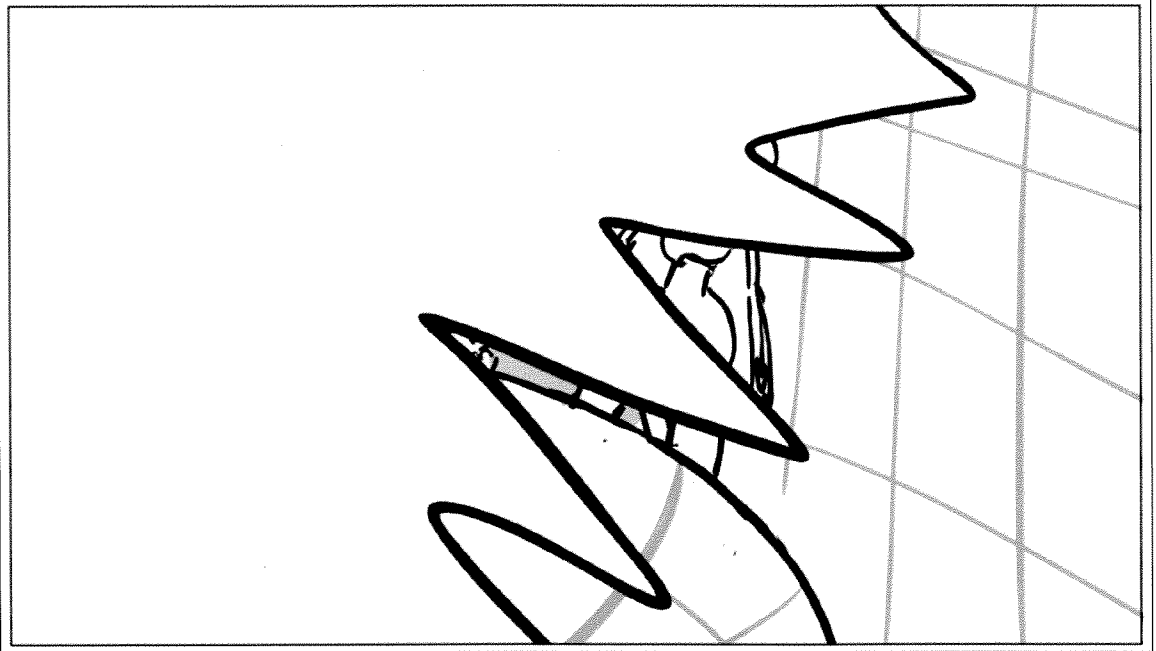


Action Notes
guillotine swings to the left in front of Steven and Garnet

Slugging
0.05

4A
BROWS
SHIFT

Scene 103 Panel 5



Slugging
0.05

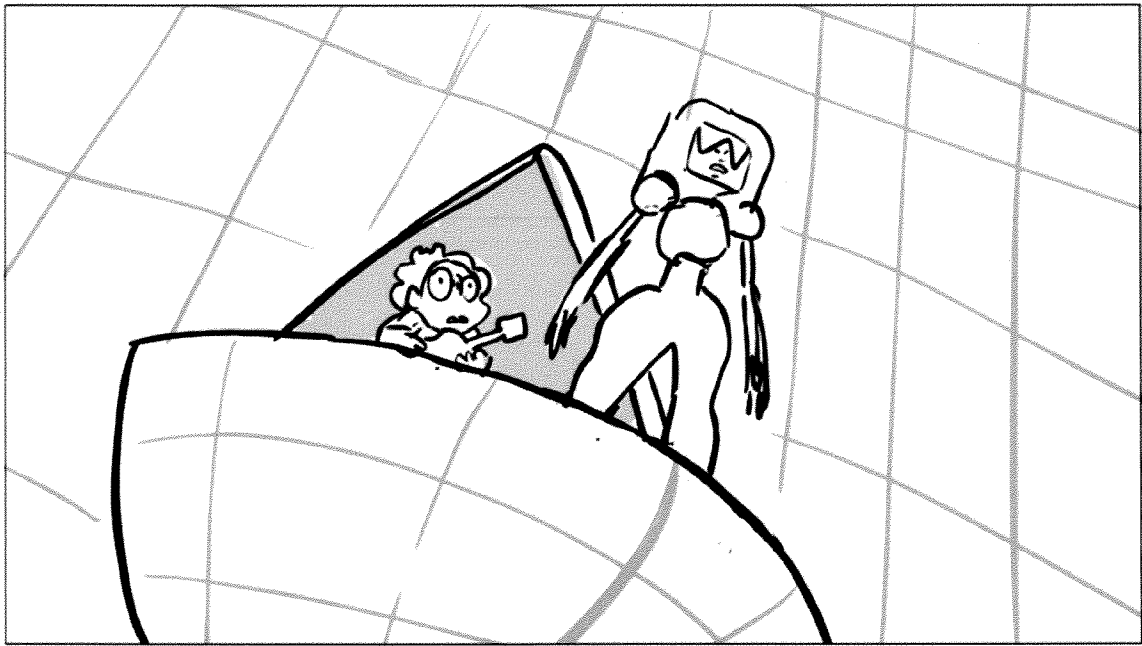
JUN 10 2013

1020.007

1020.007

1020.007

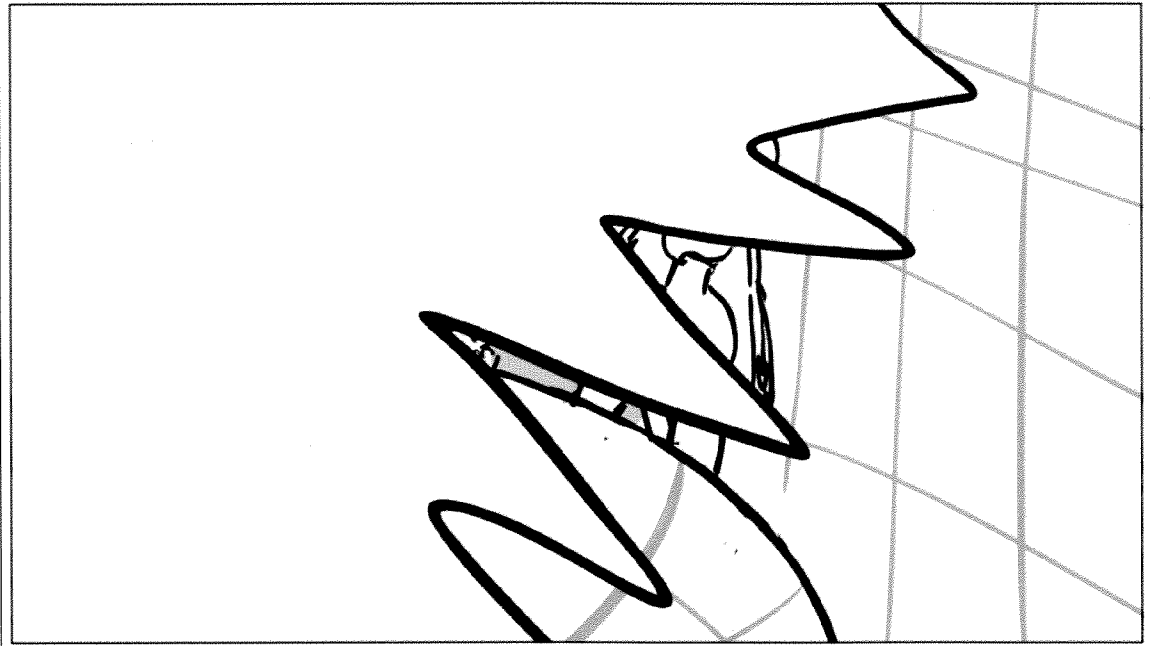
Scene 103 *CONT* Panel 6



Dialog
STEVEN: <GASP>

Slugging
0.12

Scene 103 *CONT* Panel 7



Action Notes
guillotine swings to the right in front of Steven and Garnet

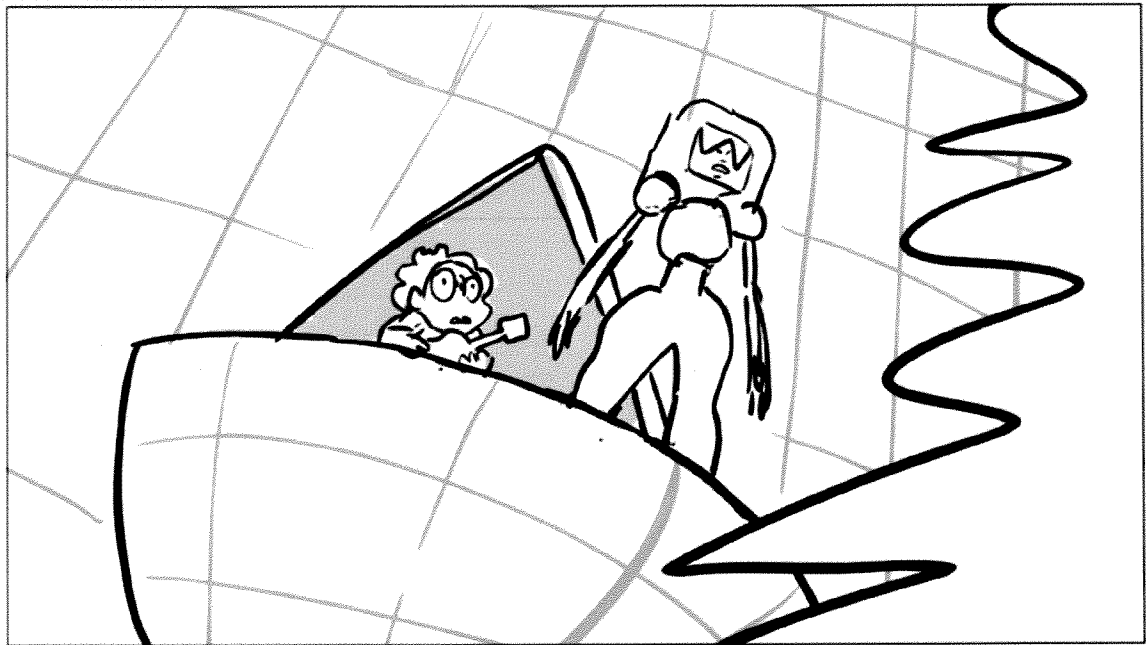
Slugging
0.05

JUN 10 2013

1020.007

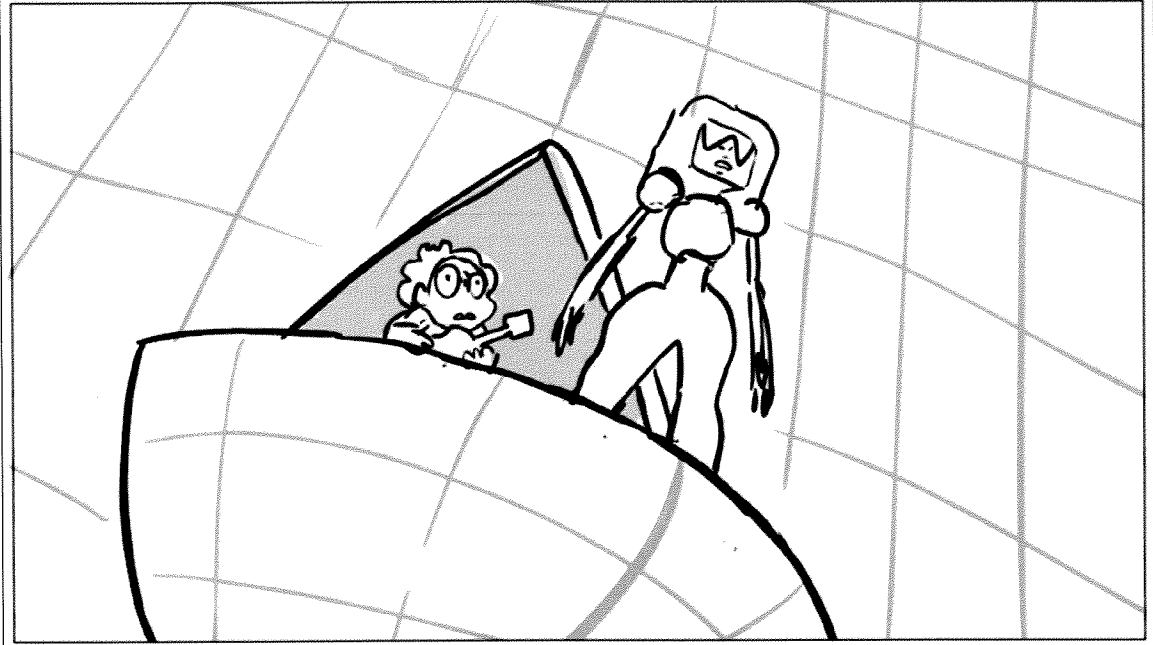
1020.007

Scene 103 Panel 8
cont



Slugging
0.05

Scene 103 Panel 9
cont



Slugging
0.06

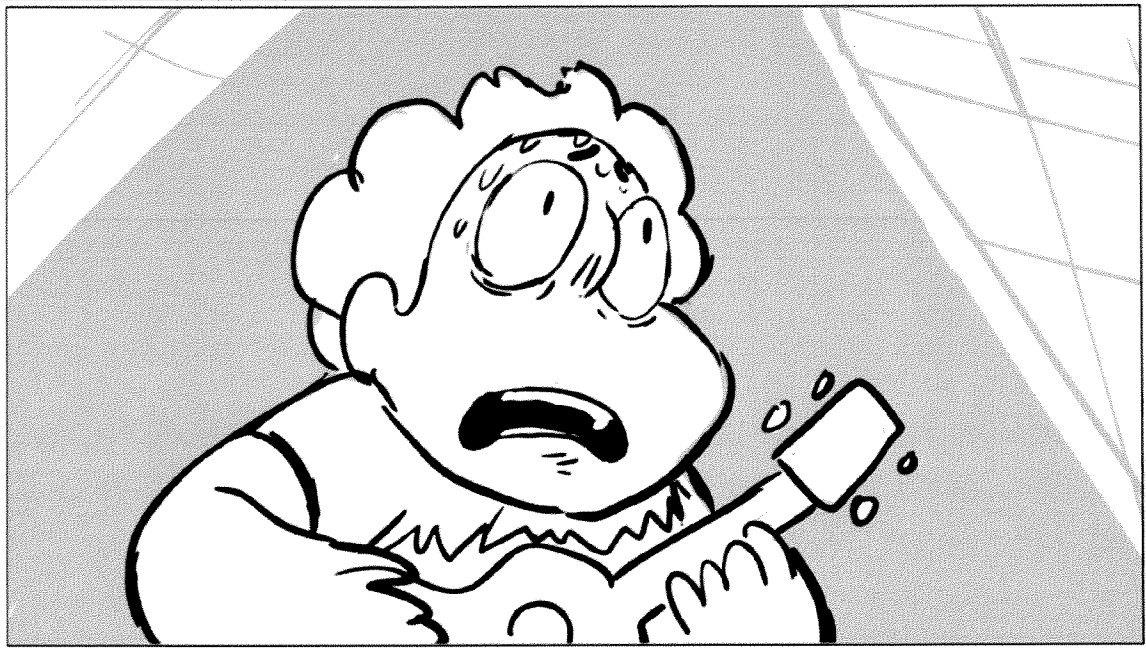
JUN 10 2013

1020-007

1020-007

1020-007

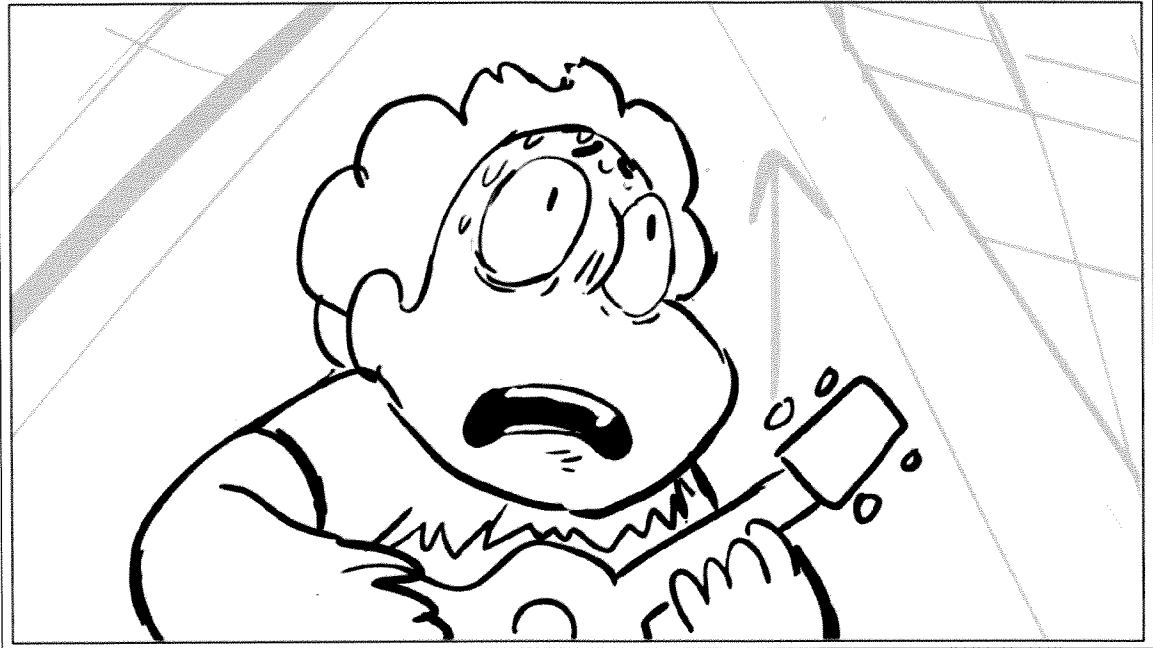
Scene	Panel
104	1



Dialog
<HORROR STRICKEN NOISE>

Slugging
1.00

Scene	Panel
104	2



Dialog
<HORROR STRICKEN NOISE>

Action Notes
Door closes behind Steven

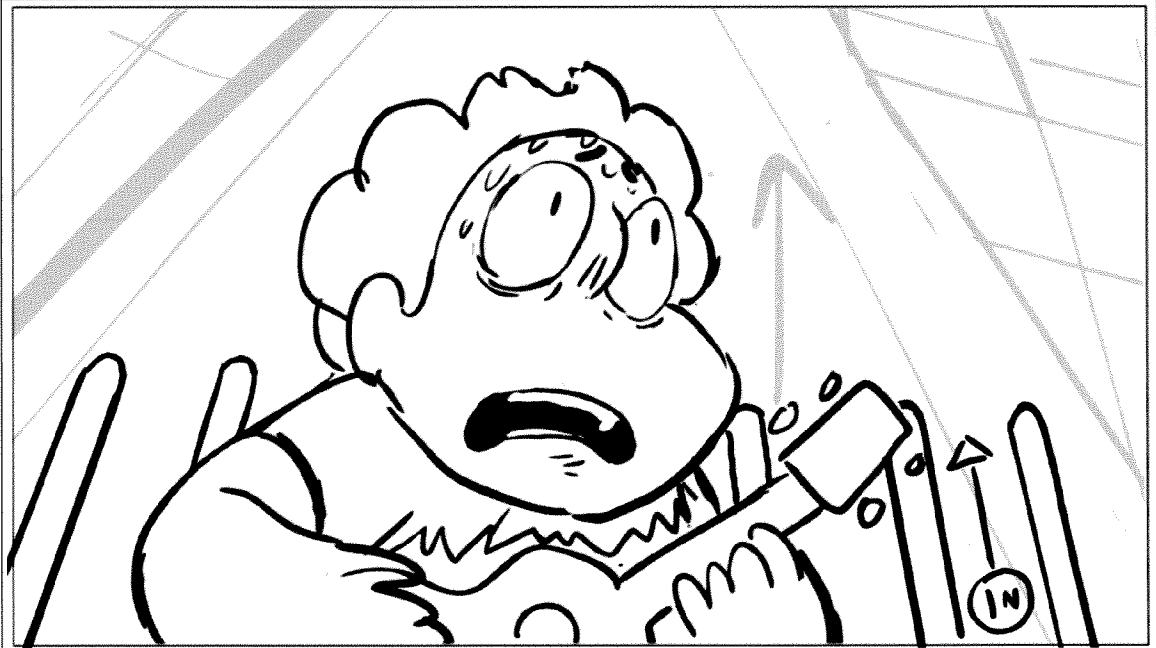
Slugging
0.10

JUN 10 2013

1020.007

1020.007

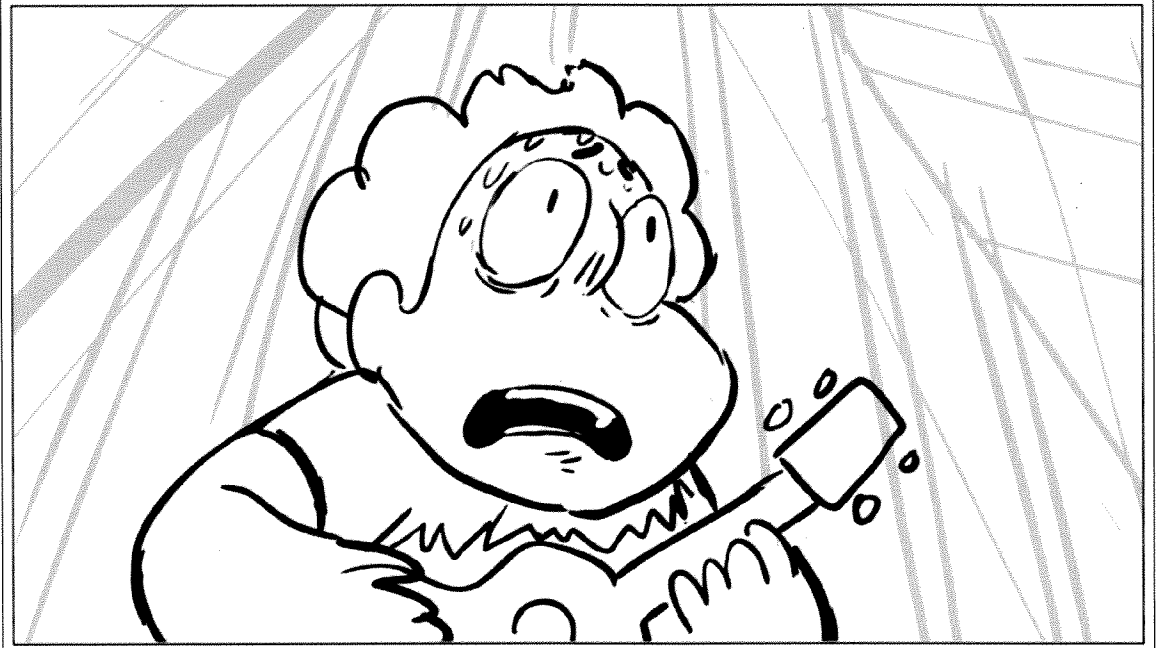
Scene 104 Panel 3
CONT



Action Notes
Bars close over door behind Steven

Slugging
Panels 3 + 4 = 1.07

Scene 104 Panel 4
CONT



JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
105	1



Action Notes
blades swing left and right

Slugging
Panels 1 + 2 = 3.00

Scene	Panel
105	2



Action Notes
blades swing left and right

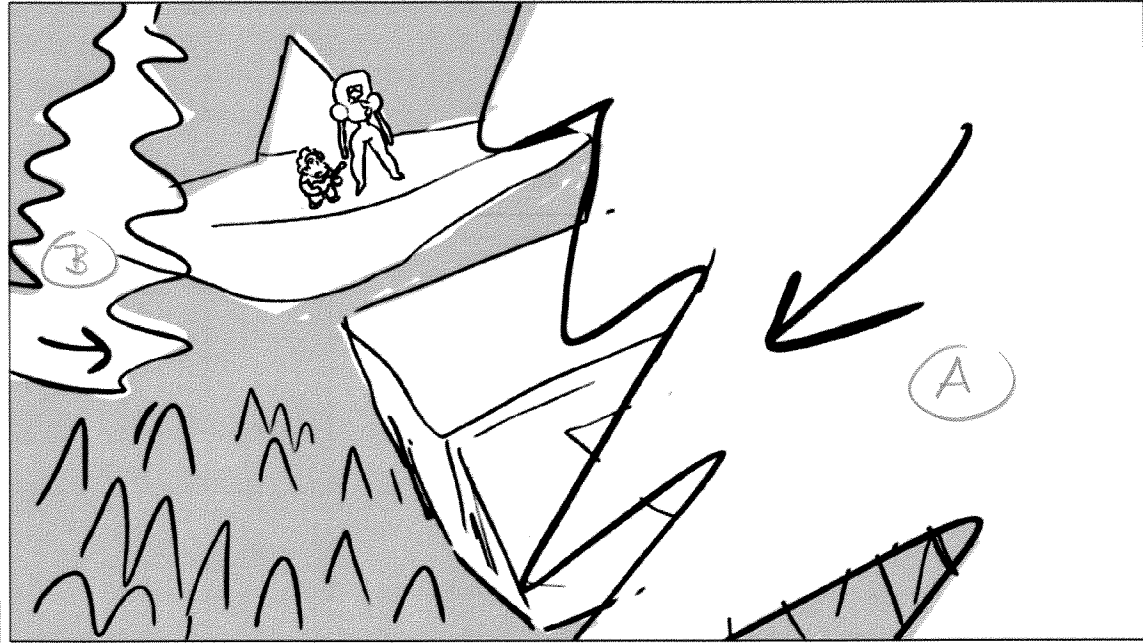
JUN 10 2013

1020-007

1020-007

1020-007

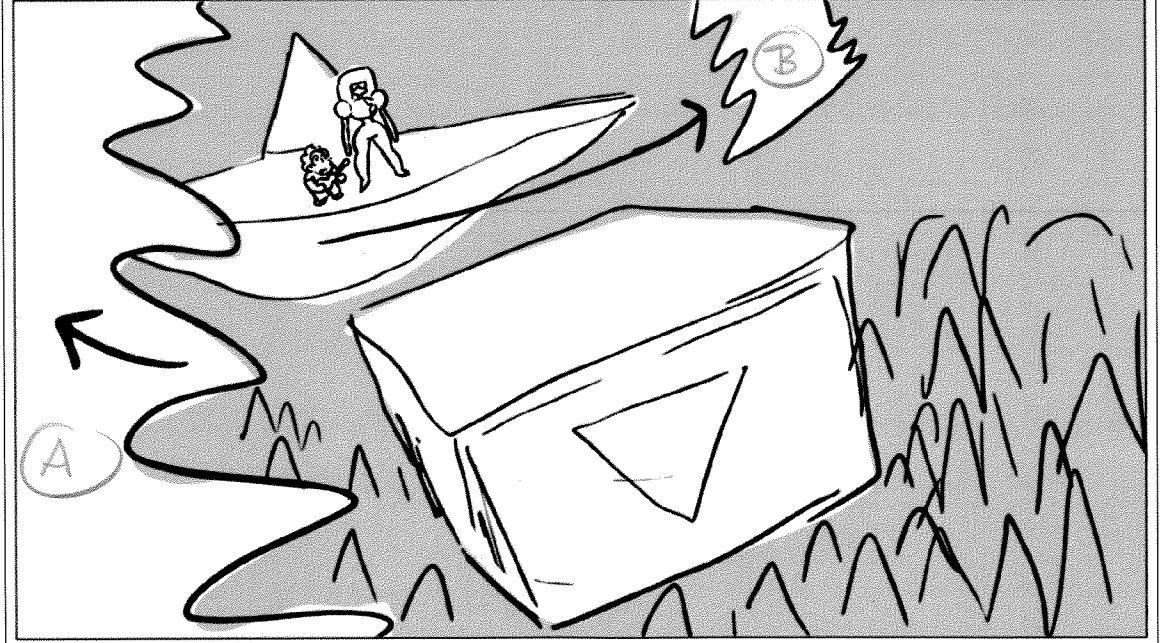
Scene	Panel
106	1



Action Notes
guillotine blades swing by the camera

Slugging
0.09

Scene	Panel
106	2



Slugging
0.14

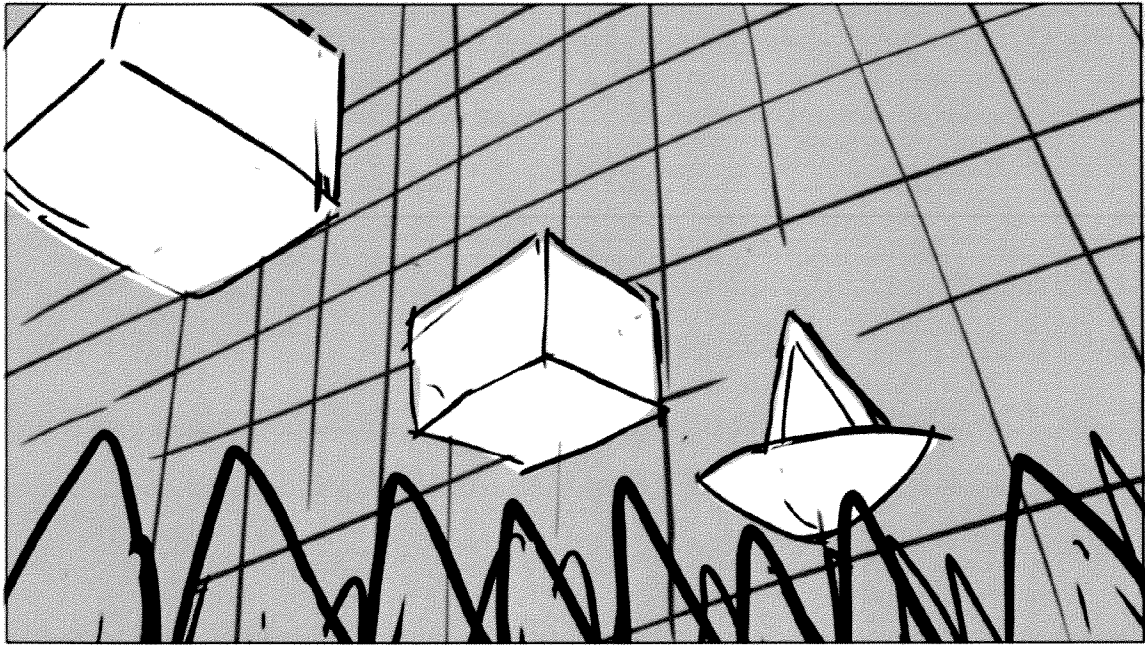
JUN 10 2013

1020.007

1020.007

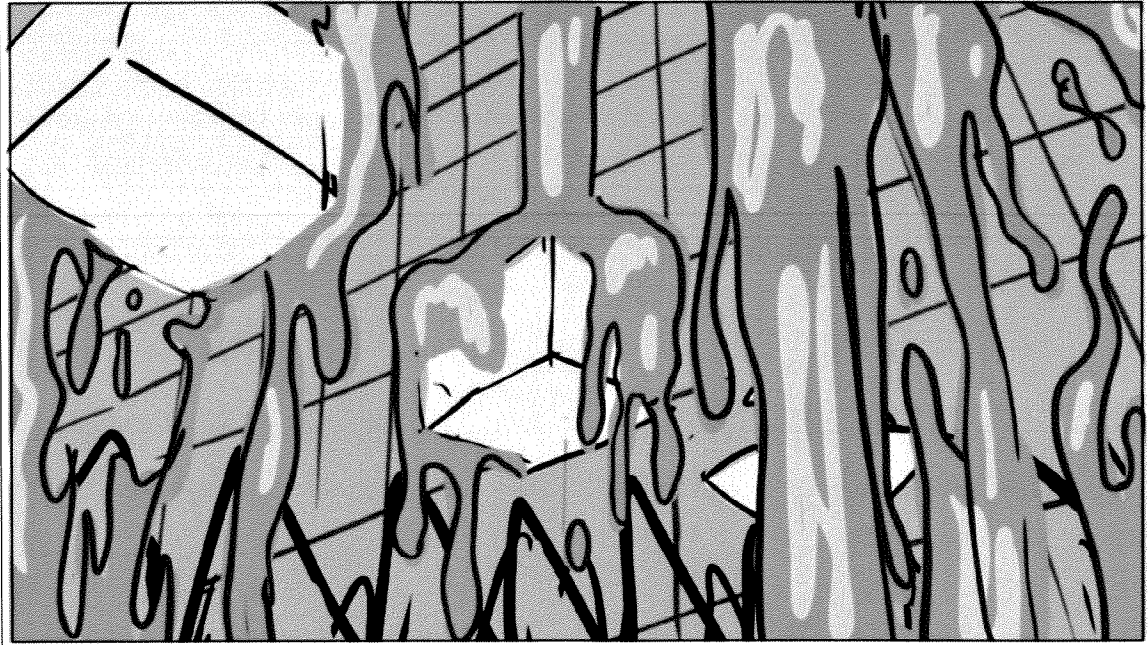
1020.007

Scene	Panel
107	1



Slugging
0.08

Scene	Panel
107	2

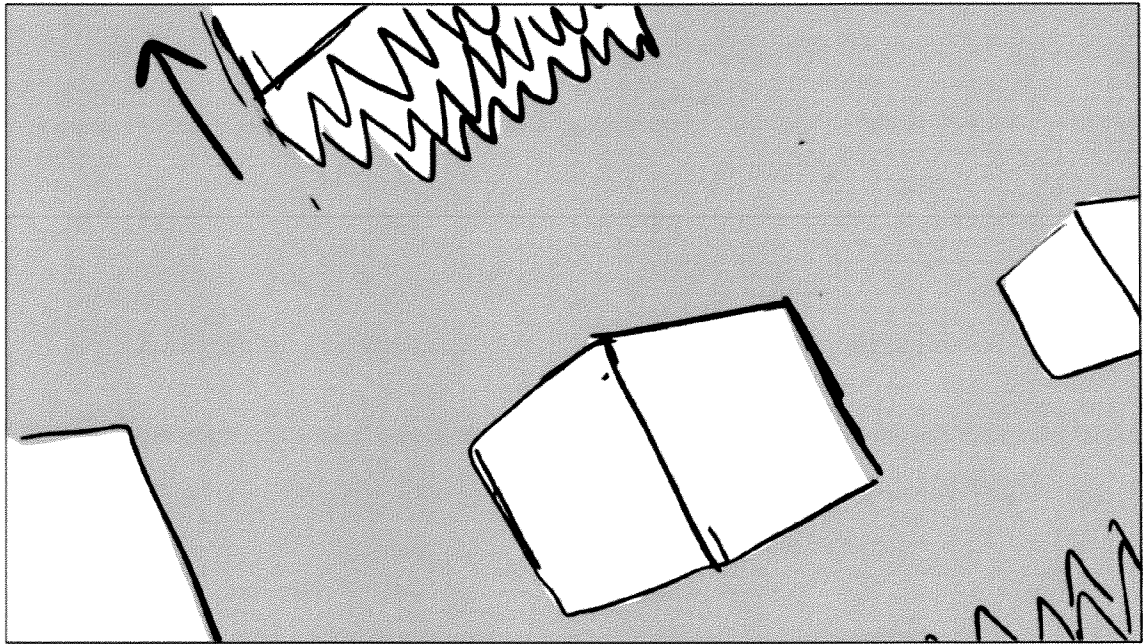


Action Notes
Lava falls over block platform

Slugging
1.05

JUN 10 2015

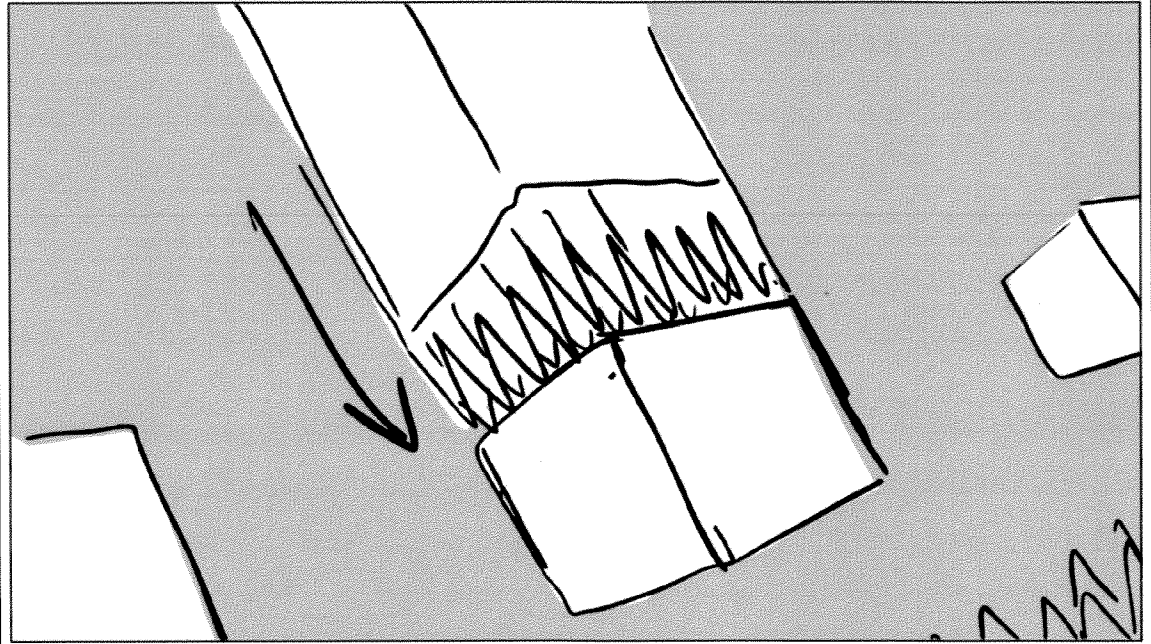
Scene	Panel
108	1



Action Notes
Spike block smashes on opposite block platform

Slugging
0.06

Scene	Panel
108	2



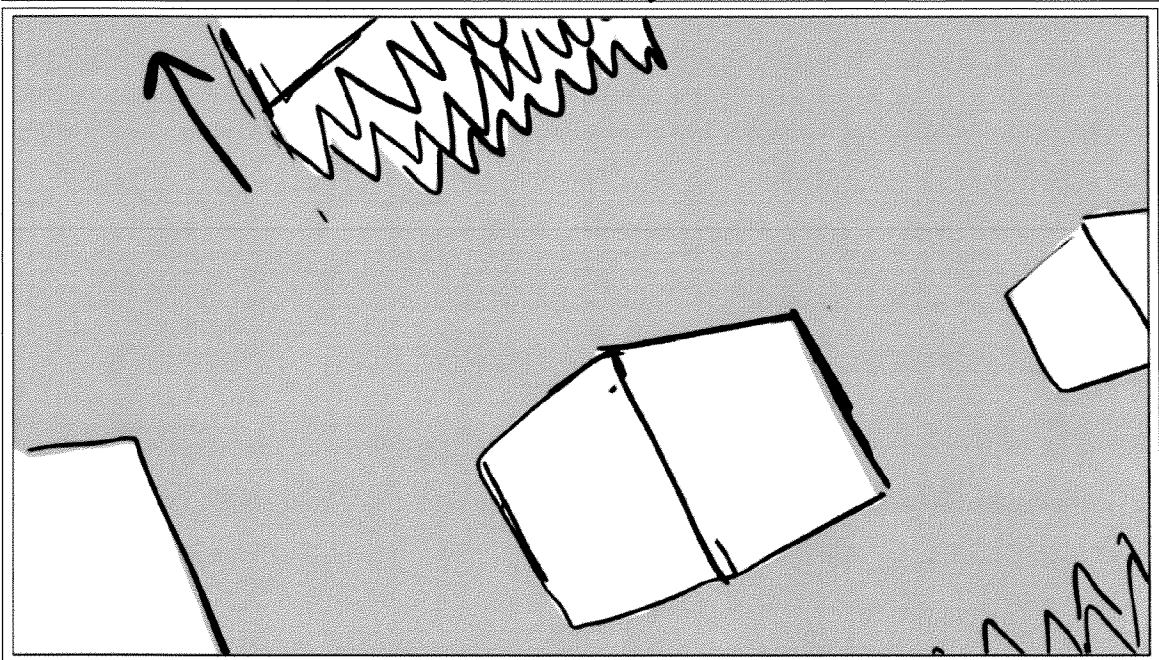
Slugging
0.04

JUN 10 2013

1020-007

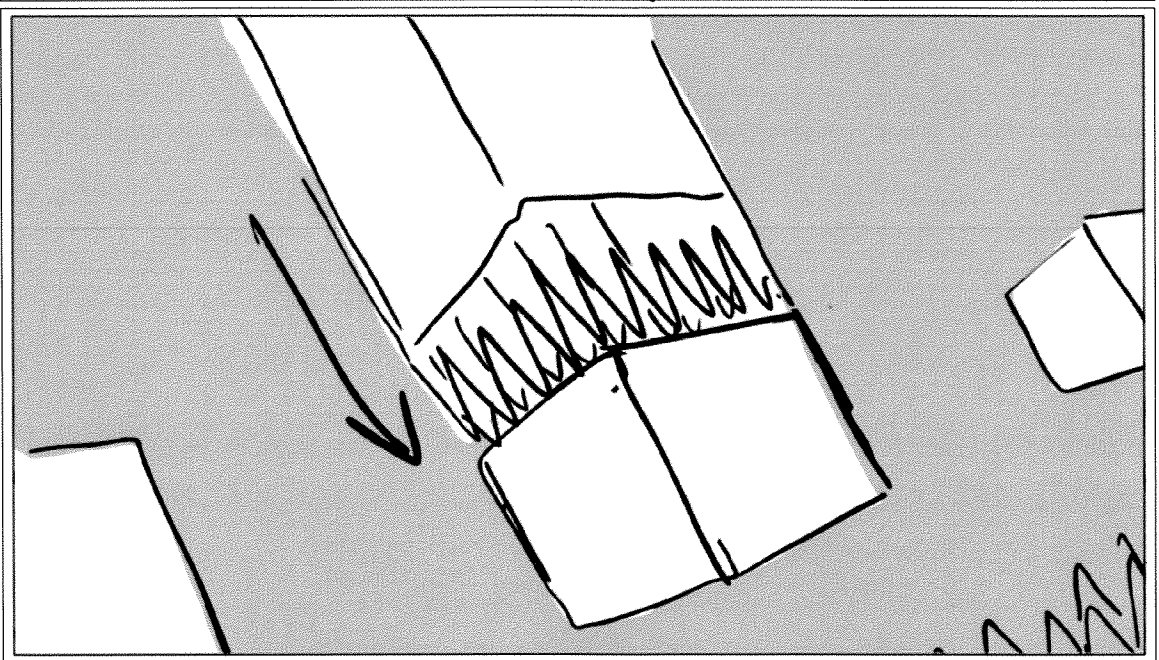
1020-007

Scene 108 Panel 3



Slugging
0.06

Scene 108 Panel 4



Slugging
0.04

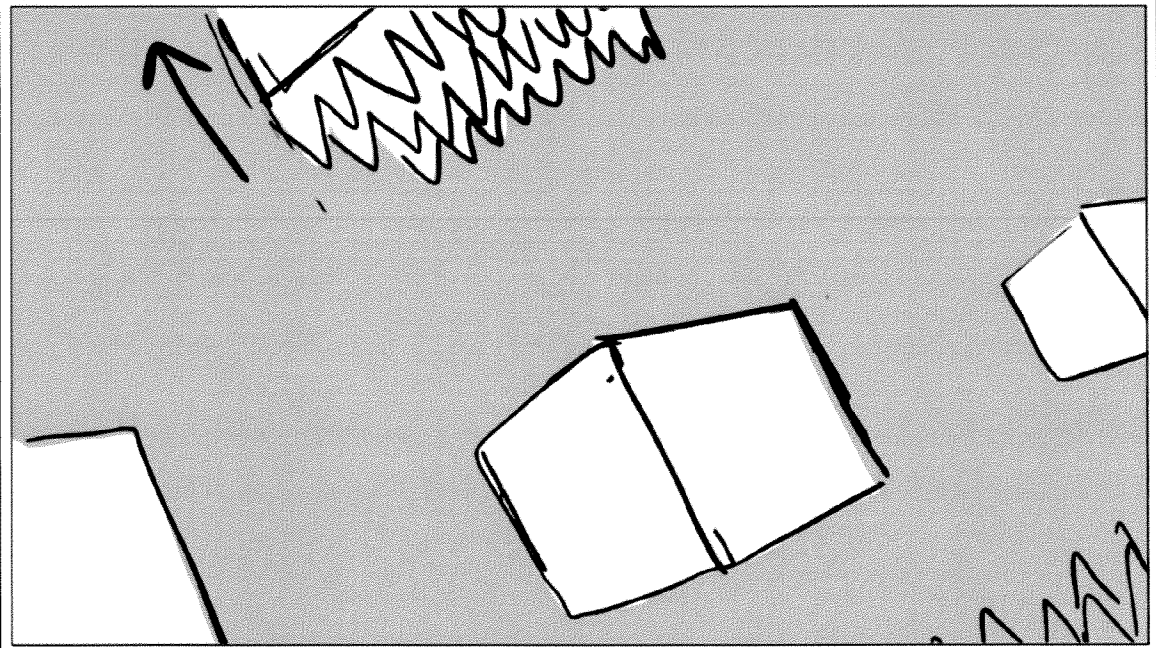
JUN 10 2013

1020.007

1020.007

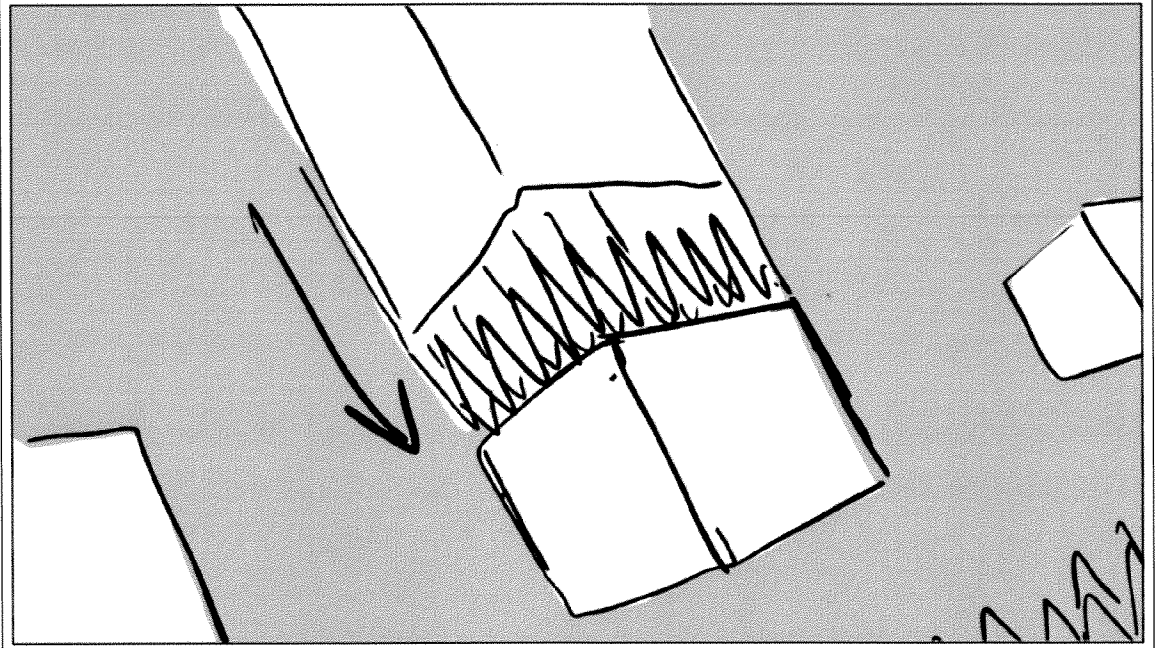
1020.007

Scene 108 Panel 5



Slugging
0.06

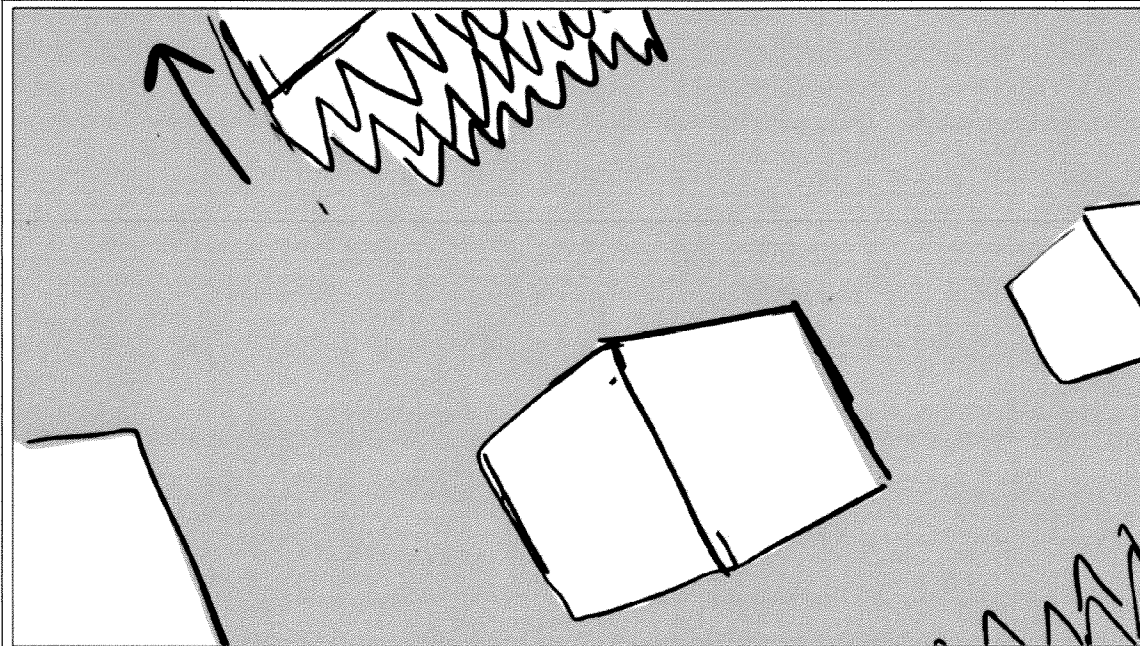
Scene 108 Panel 6



Slugging
0.04

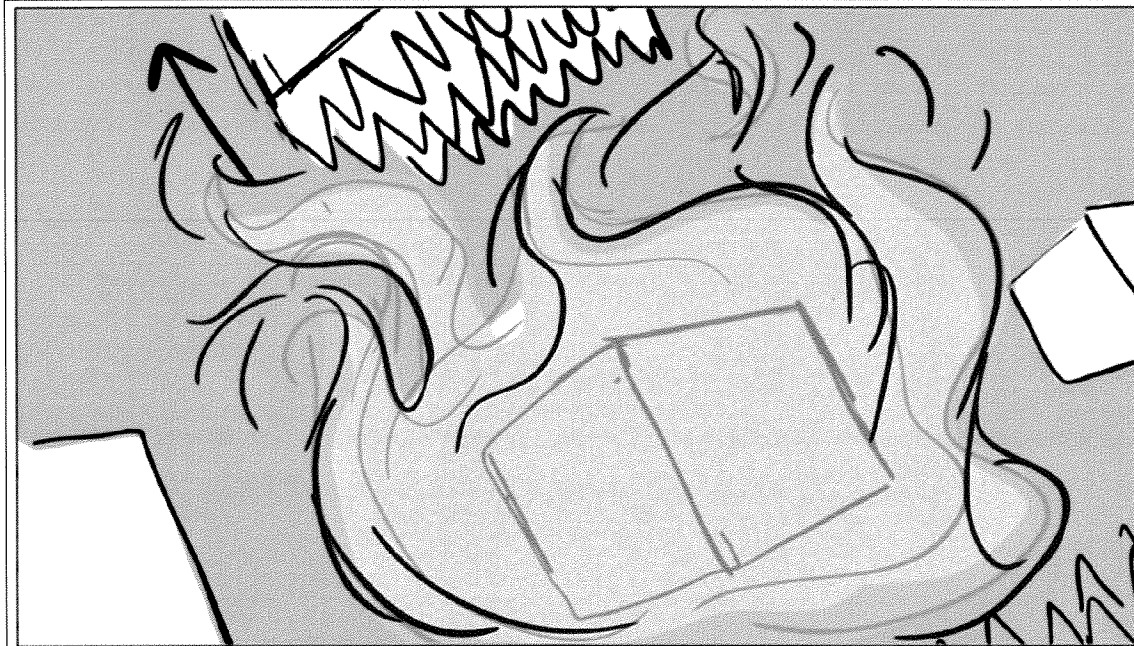
JUN 10 2015

Scene	Panel
108	cont 7



Slugging
0.14

Scene	Panel
108	cont 8



Action Notes
Block platform catches fire

Camera SHAKE.

Slugging
1.05

JUN 10 2016

1020-007

1020-007

1020-007

Scene 109 Panel 1



Action Notes
Camera shake.

Steven rotates counter clockwise.

Slugging
0.07

Scene 109 Panel 2



Action Notes
Camera shake.

Steven rotates counter clockwise.

Slugging
0.08

JUN 10 2013

1020.007

1020.007

Scene 109 Panel 3

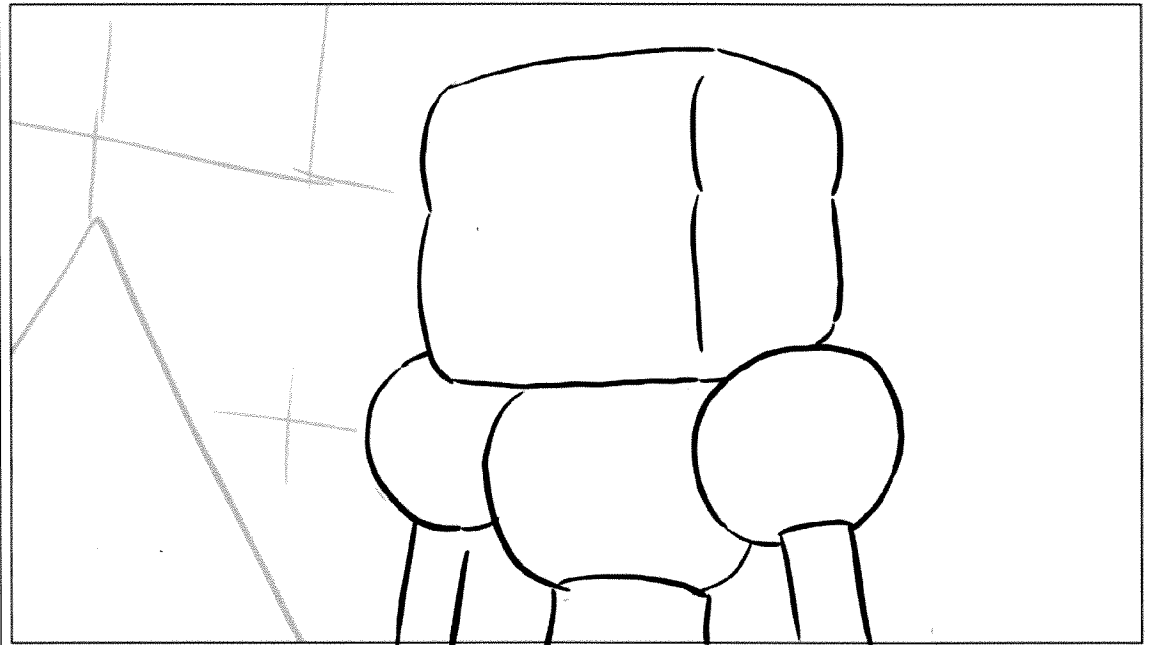


Action Notes
Camera shake.

Steven rotates counter clockwise.

Slugging
0.13

Scene 110 Panel 1



Dialog
GARNET: GET READY STEVEN.

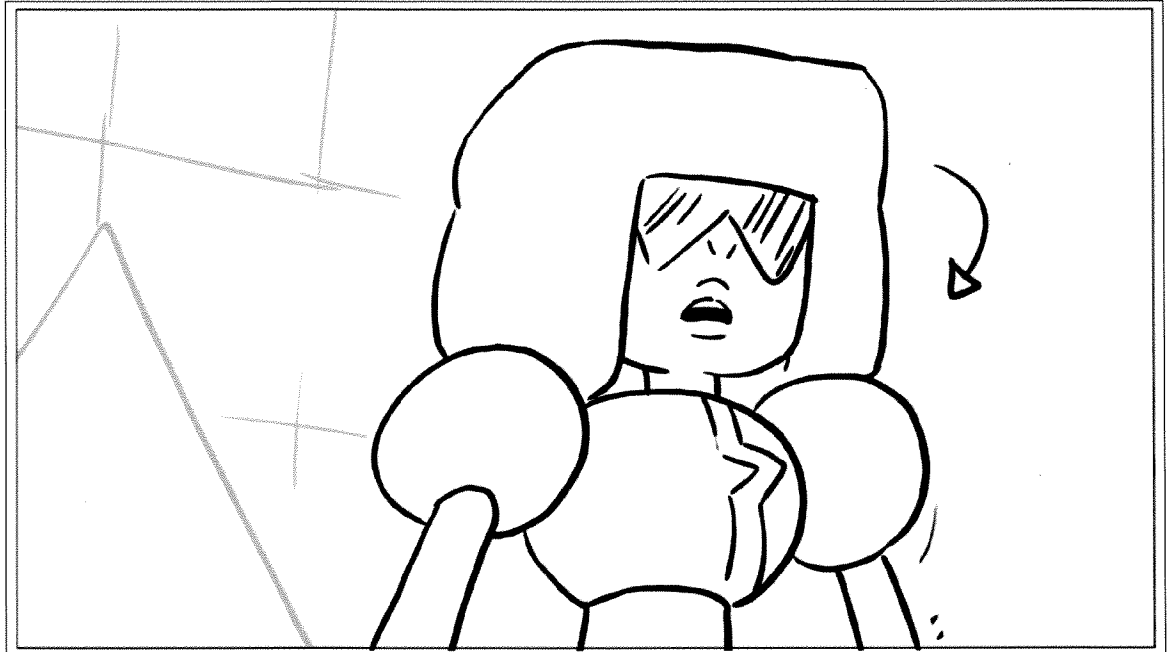
Action Notes
Camera shake.

Slugging
2.04

JUN 10 2013

NO SC
III

Scene	Panel
110	CONT 2

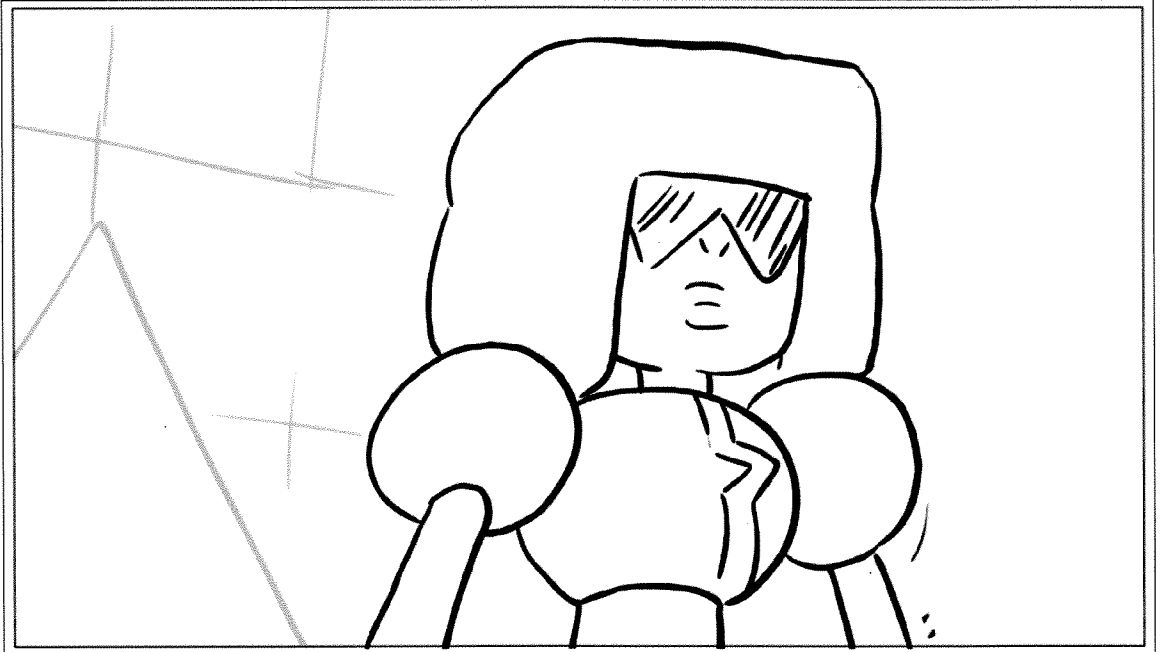


Dialog
GARNET: -THIS IS GONNA BE INTENSE.

Action Notes
Camera shake.

Slugging
Panels 2 + 3 = 2.06

Scene	Panel
110	CONT 3



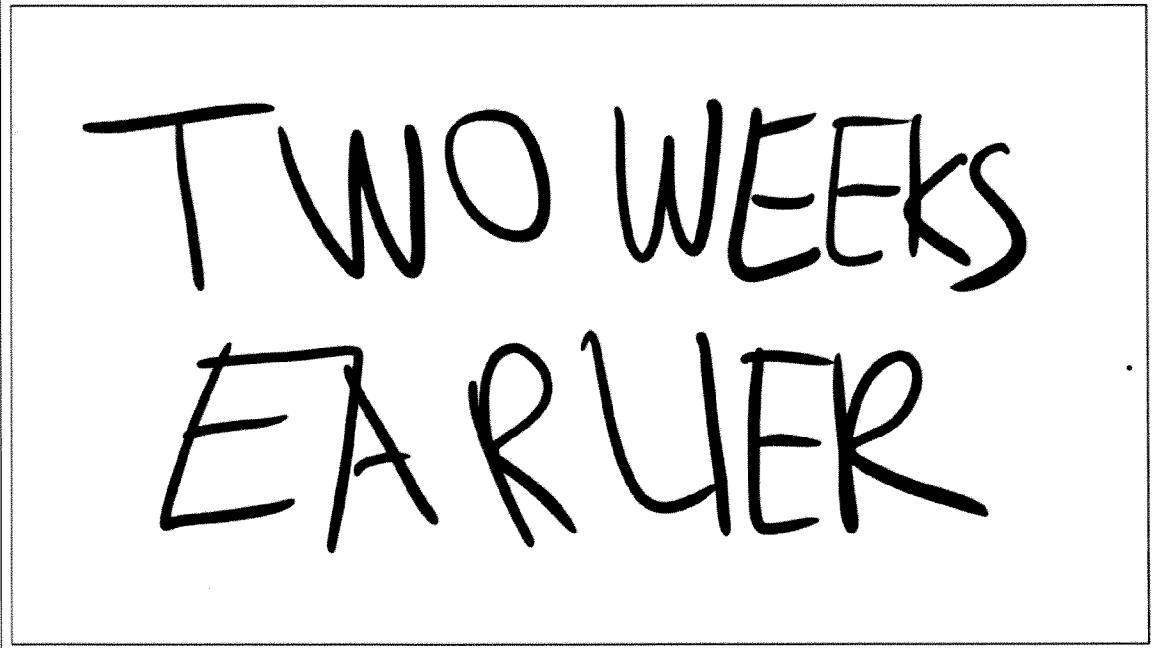
Action Notes
Camera shake.

JUN 10 2013

1020.007

1020.007

Scene	Panel
112	1



Slugging
3.11

Scene	Panel
113	1



Dialog
GARNET: GET READY STEVEN. THIS IS GONNA BE INTENSE.

Slugging
4.11

JUN 10 2013

1020-007

1020-007

Scene	Panel
114	1



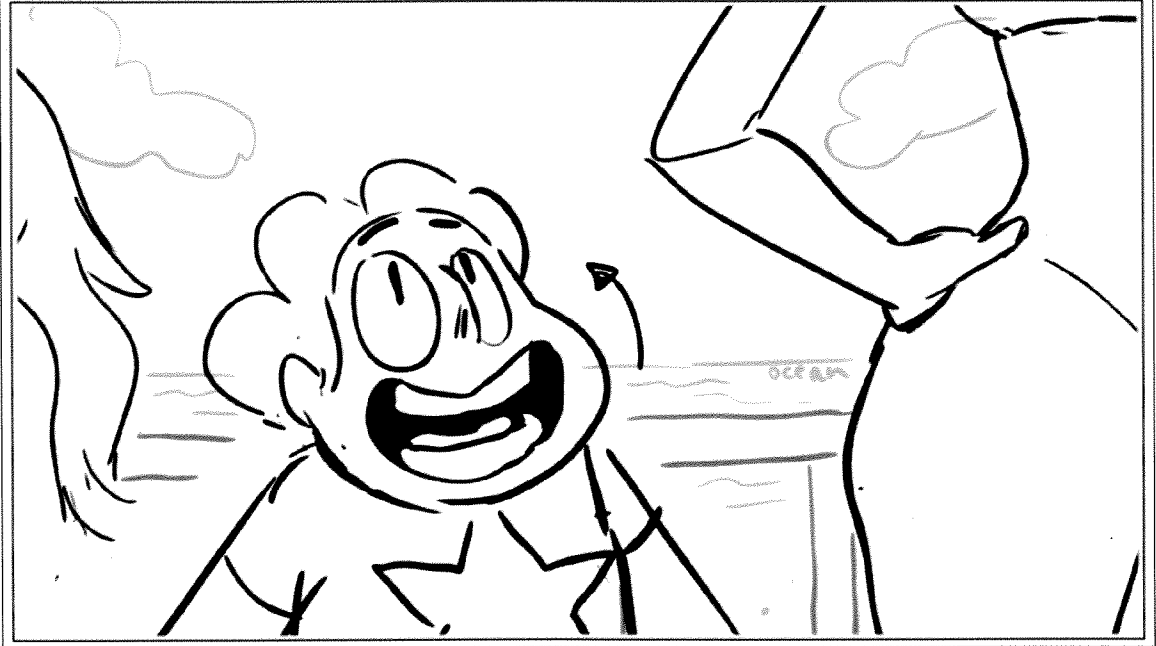
Action Notes

START POSE

Slugging

Panels 1 + 2 = 2.01

Scene	Panel
114	2

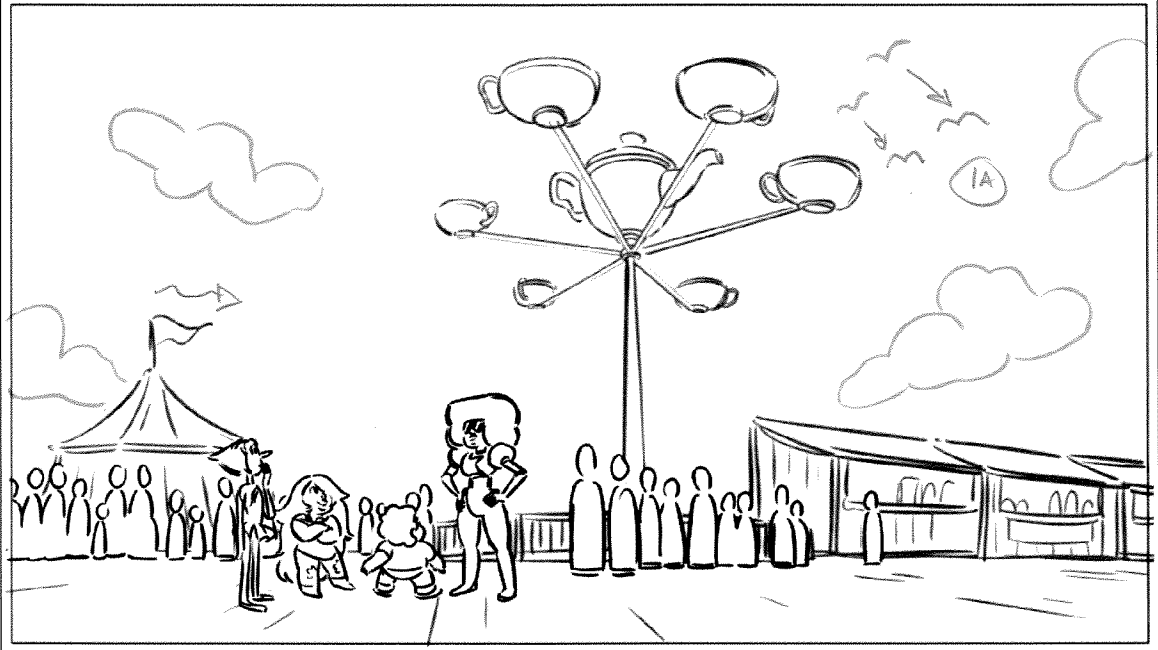


Dialog

STEVEN: I'M READY!

JUN 10 2013

Scene 115 Panel 1



Slugging
1.15

Scene 116 Panel 1



Dialog
MR. SMILEY: HA HA!

Slugging
1.01

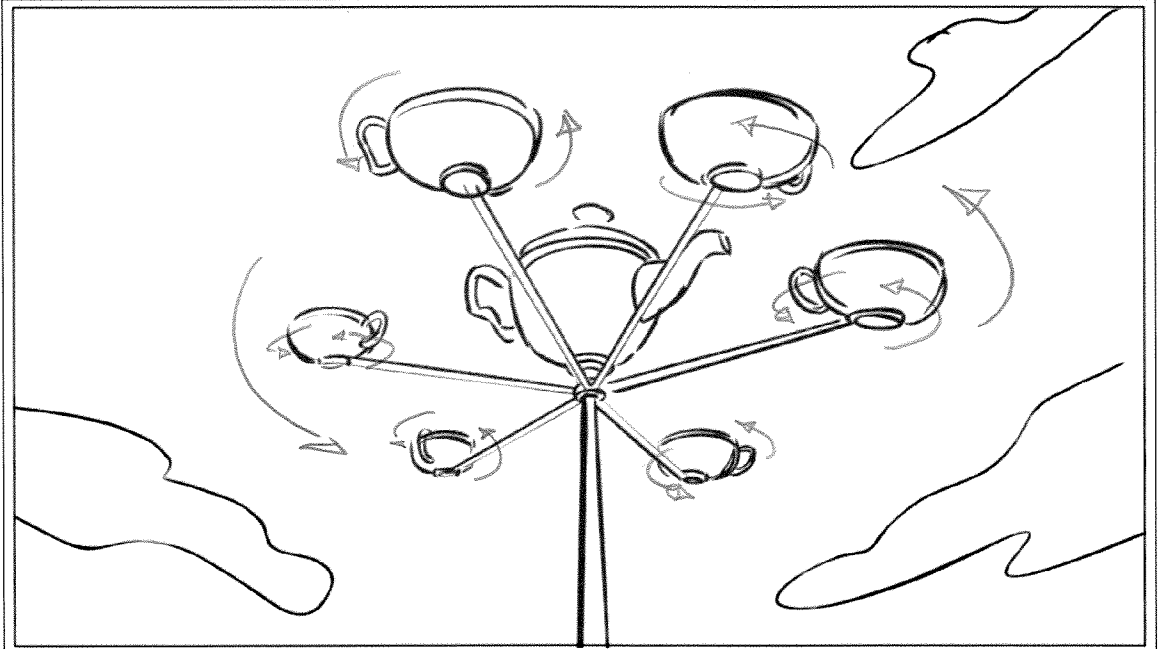
JUN 10 2013

Scene 116 Panel 2



Slugging
1.02

Scene 117 Panel 1



Action Notes
Teacups rotate counter clockwise.

Slugging
0.12

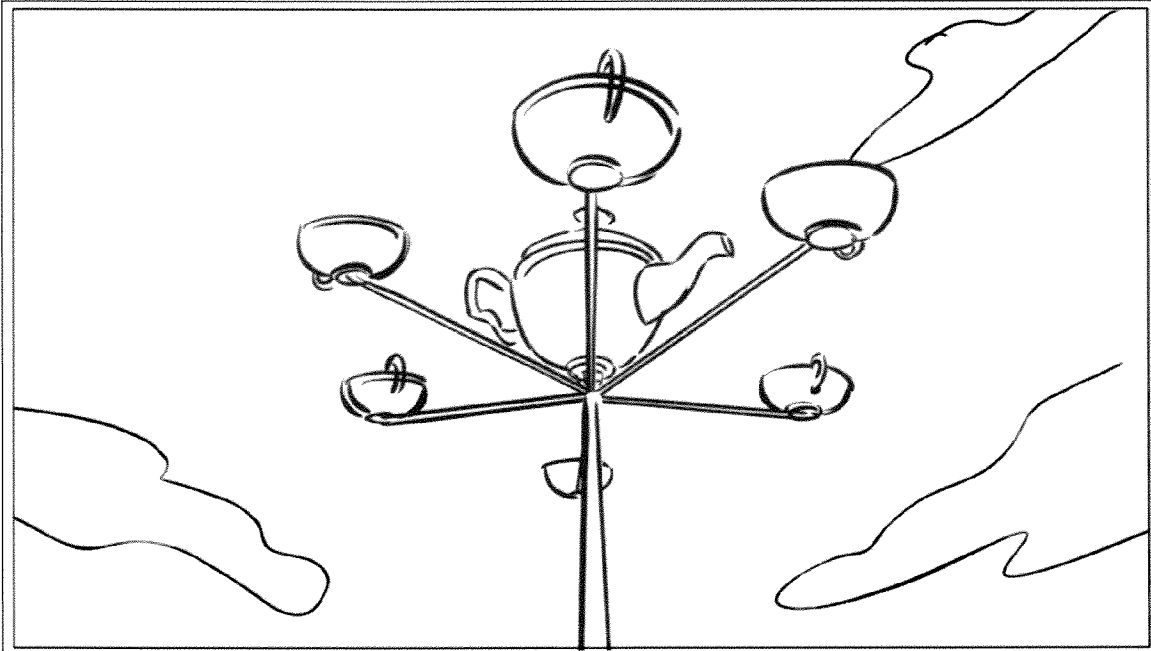
JUN 10 2013

1020-007

1020-007

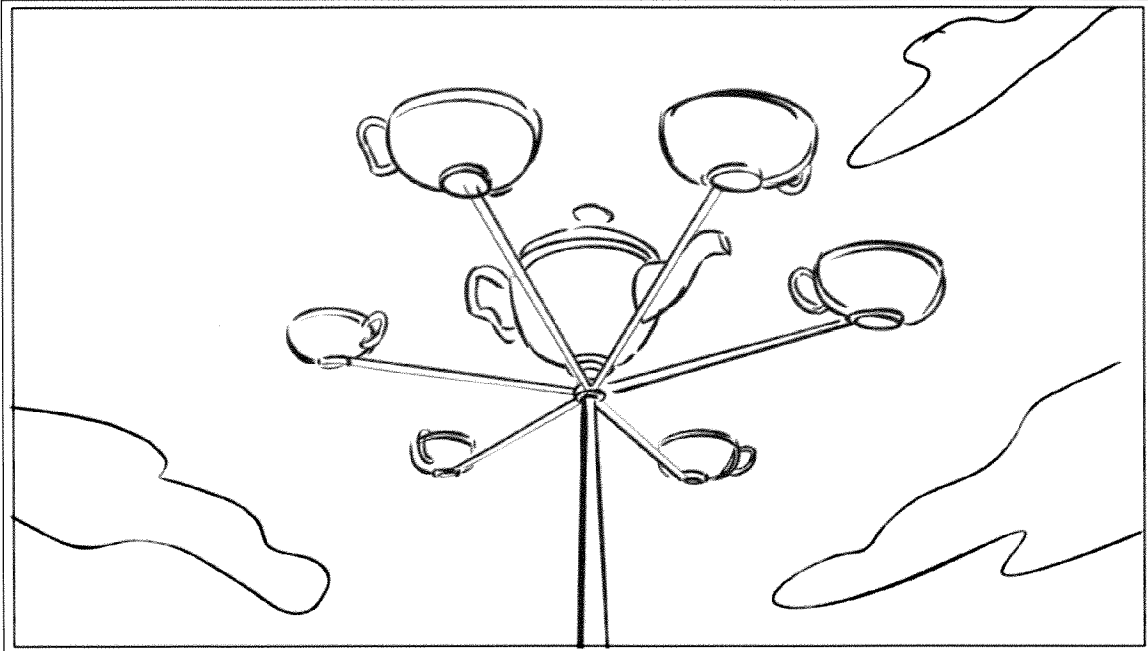
1020-007

Scene 117 *cont* Panel 2



Slugging
0.07

Scene 117 *cont* Panel 3



Slugging
0.09

JUN 10 2013

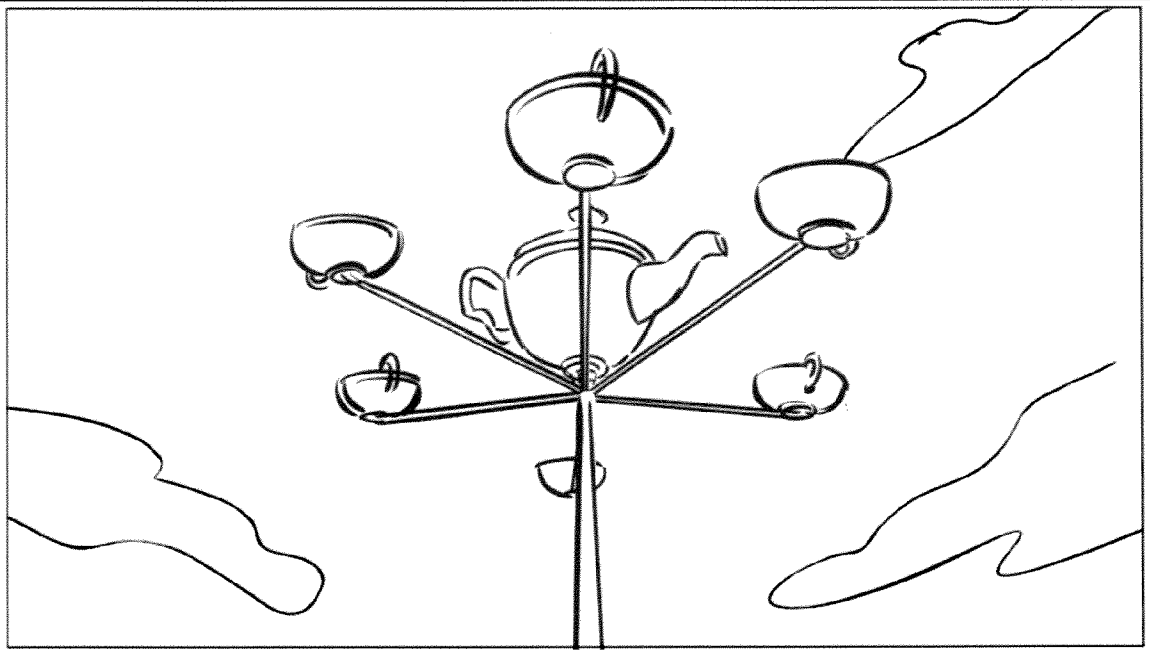
1020-007

1020-007

1020-007

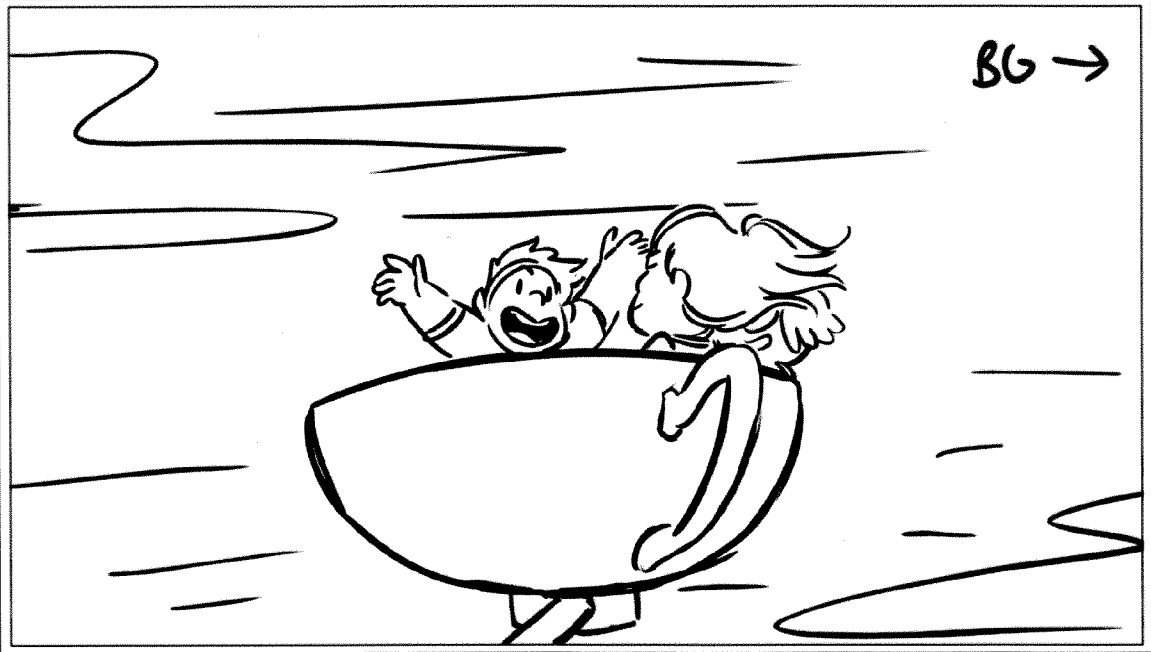
Scene	Panel
117	4

CONT



Slugging
1.15

Scene	Panel
118	1



Dialog
KIDS: <WALLA>

Action Notes
Background pans screen left to right.

Slugging
Panels 1 to 4 = 1.14

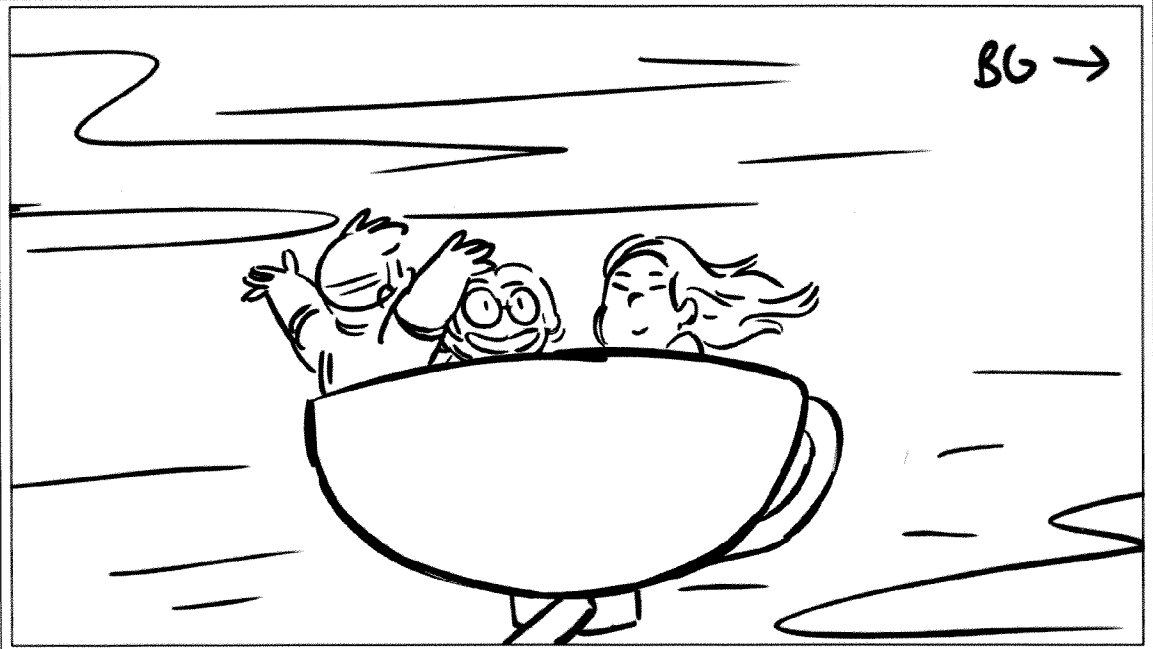
JUN 10 2013

Scene 118 ~~CONT~~ Panel 2



Action Notes
Background pans screen left to right.

Scene 118 ~~CONT~~ Panel 3



Action Notes
Background pans screen left to right.

JUN 10 2013

1020-007

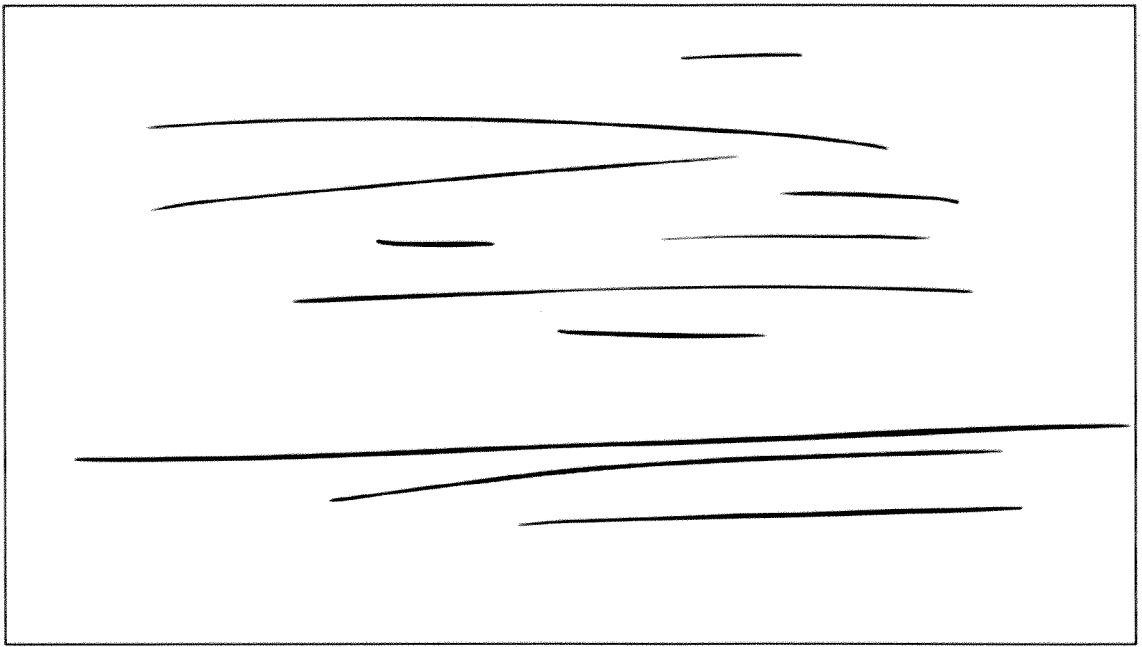
1020-007

Scene	Panel
118	4



Action Notes
Background pans screen left to right.

Scene	Panel
119	1



Action Notes
Background pans screen left to right.

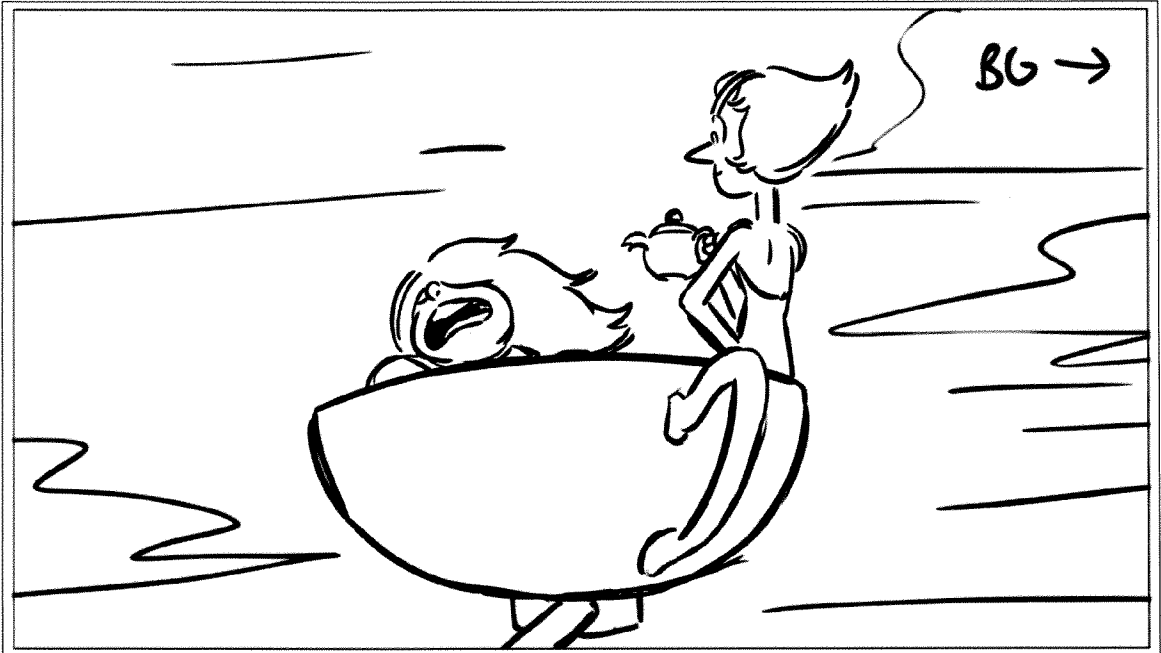
Slugging
0.04

JUN 10 2013

1020-007

1020-007

Scene	Panel
120	1

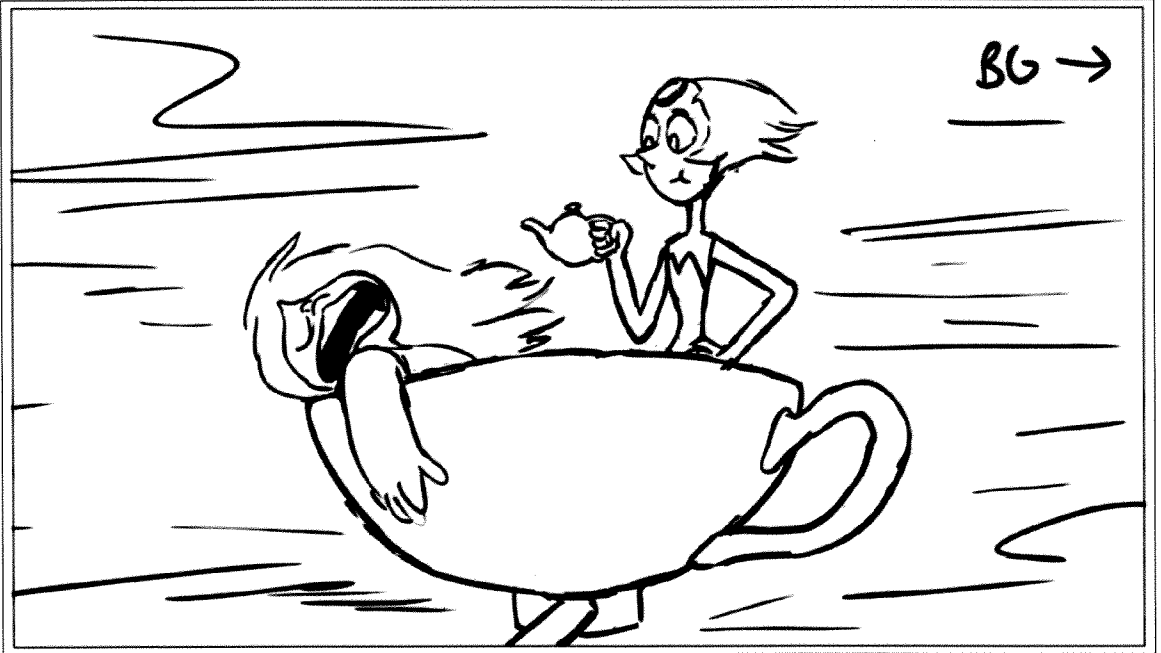


Dialog
AMETHYST: <SNORING>

Action Notes
Background pans screen left to right.

Slugging
Panels 1 to 4 = 4.06

Scene	Panel
120	2



Dialog
AMETHYST: <SNORING>

Action Notes
Background pans screen left to right.

JUN 10 2013

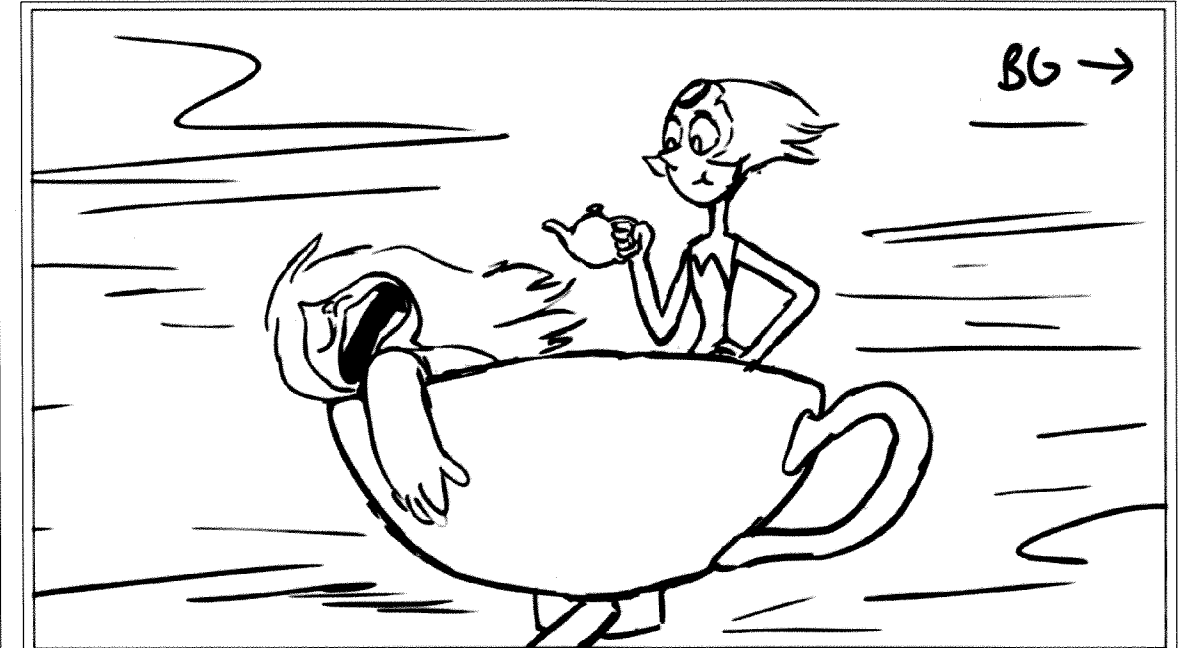
Scene 120 *CONT* Panel 3



Dialog
AMETHYST: <SNORING>

Action Notes
Background pans screen left to right.

Scene 120 *CONT* Panel 4



Dialog
AMETHYST: <SNORING>

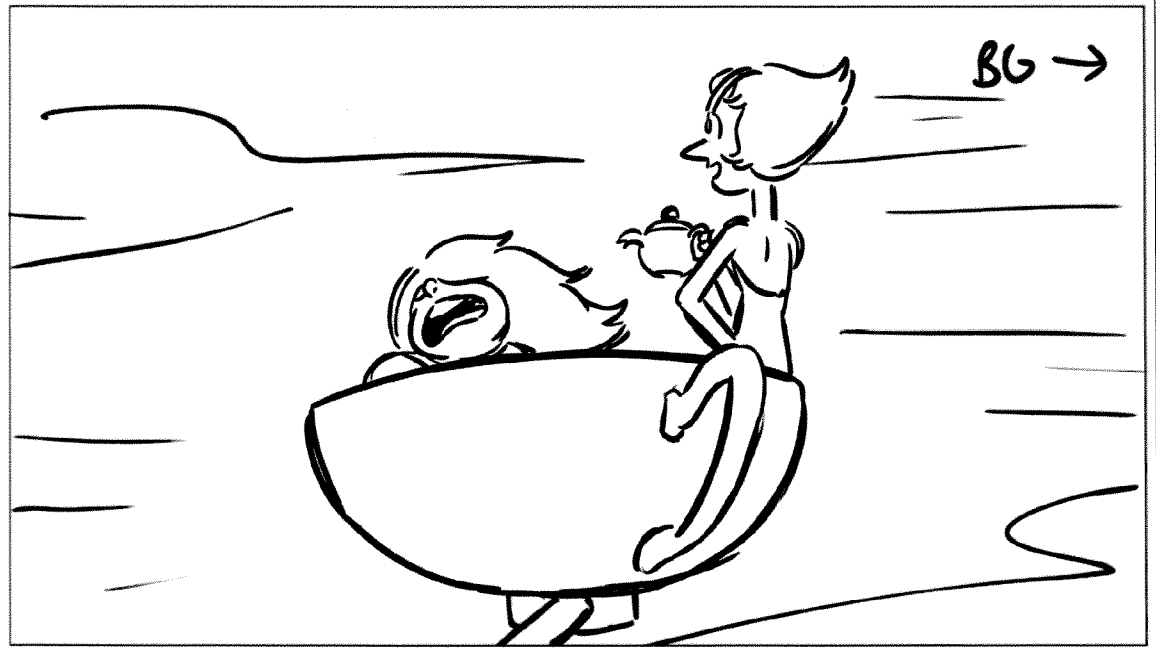
Action Notes
Background pans screen left to right.
JUN 10 2013

1020.007

1020.007

1020.007

Scene 120 Panel 5

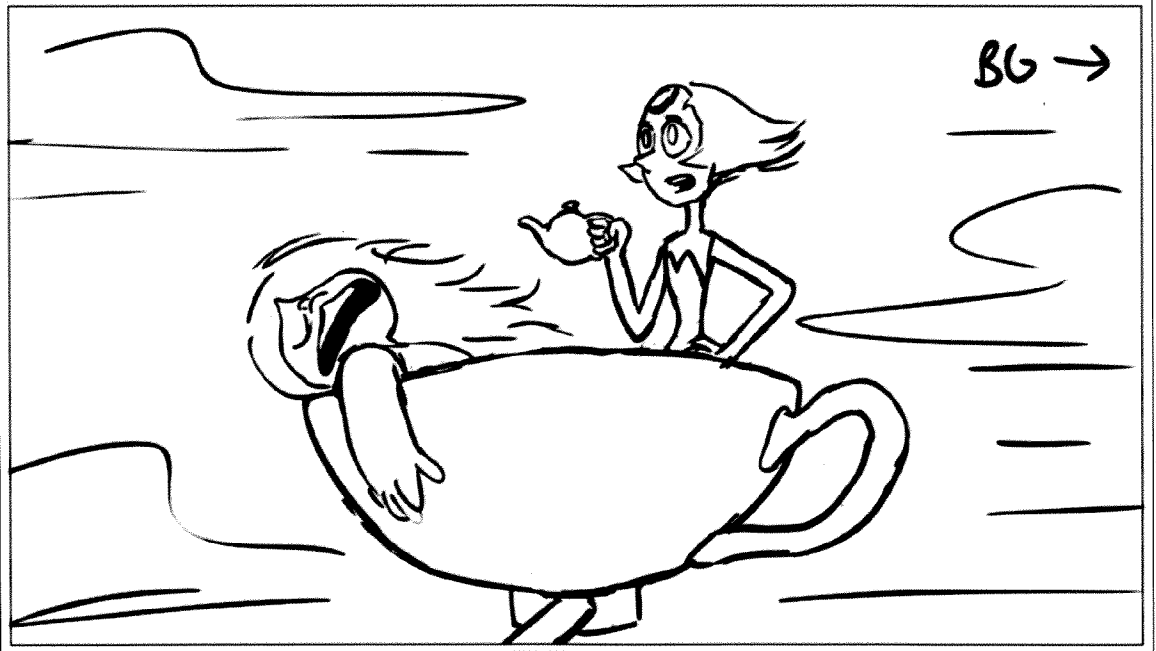


Dialog
PEARL: I MISUNDERSTOOD THE POINT OF THIS RIDE.

Action Notes
Background pans screen left to right.

Slugging
Panels 5 to 8 = 2.15

Scene 120 Panel 6



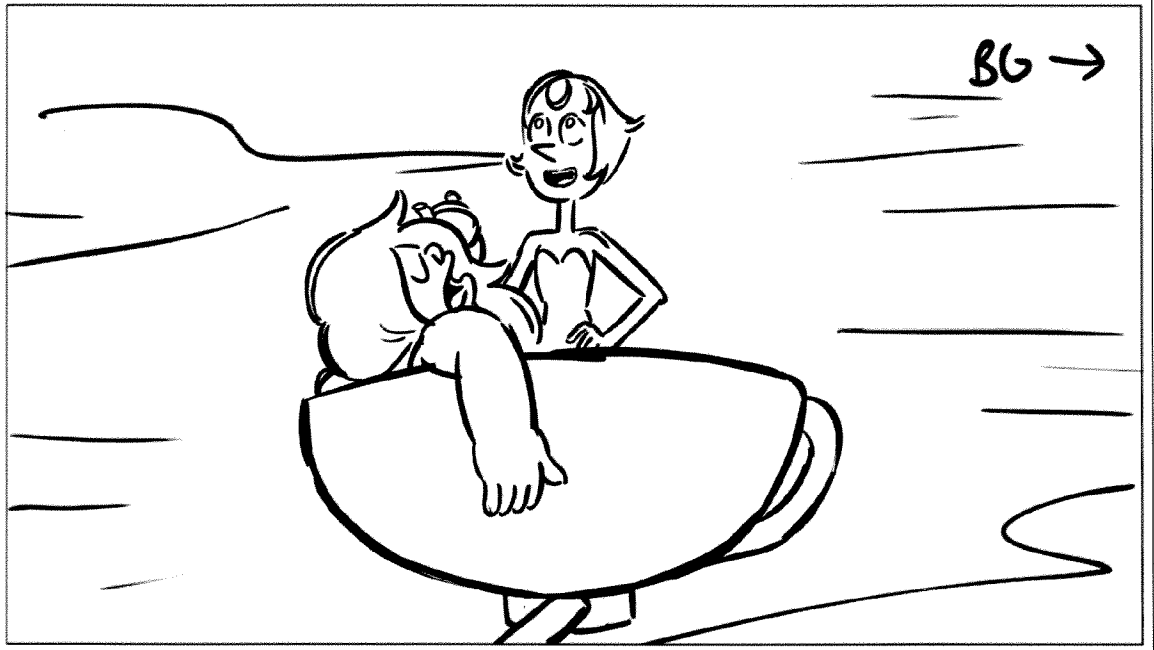
Action Notes
Background pans screen left to right.

JUN 10 2013

1020.007

1020.007

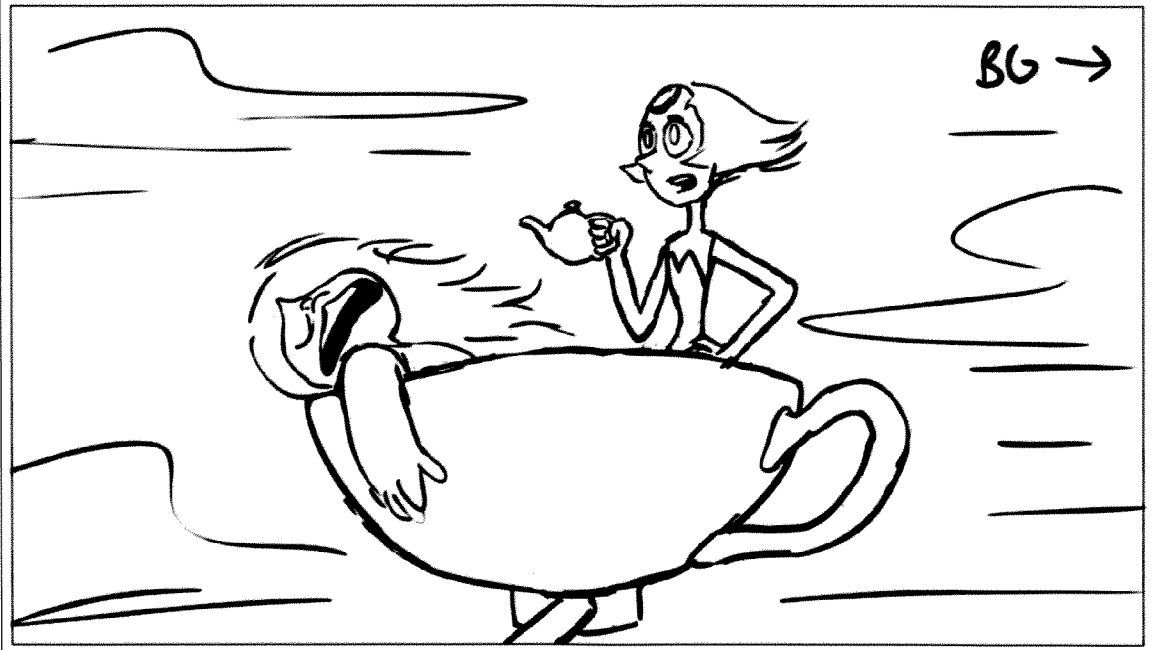
Scene 120 Panel 7
CONT



Dialog
PEARL: I MISUNDERSTOOD THE POINT OF THIS RIDE.

Action Notes
Background pans screen left to right.

Scene 120 Panel 8
CONT



Action Notes
Background pans screen left to right.

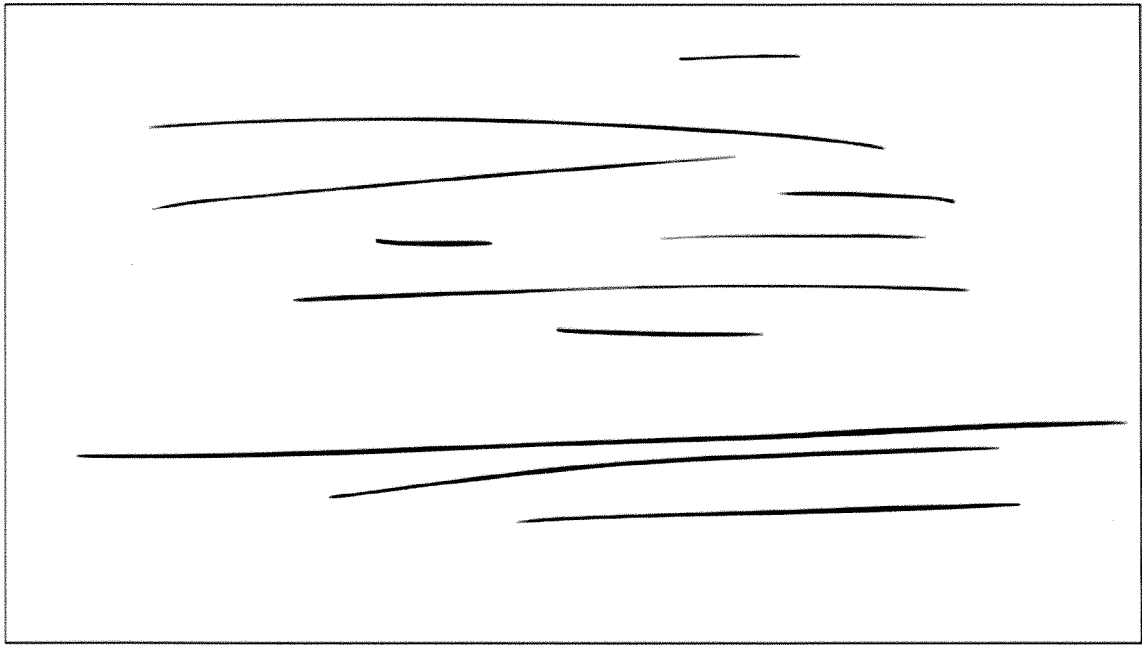
JUN 10 2013

1020.007

1020.007

1020.007

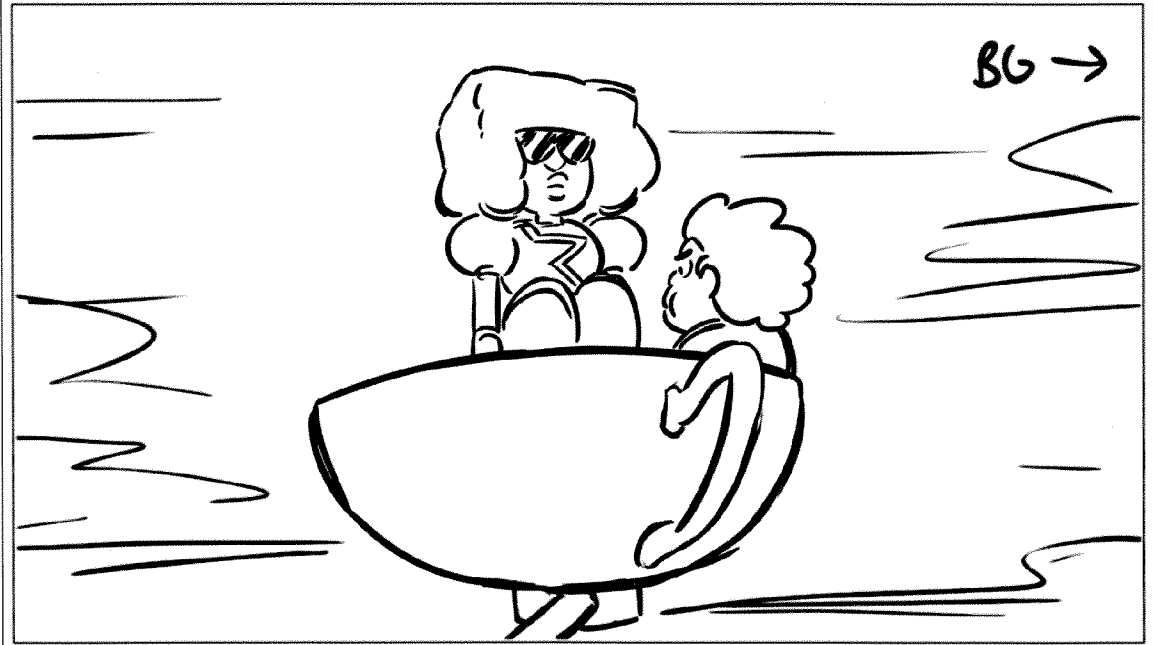
Scene	Panel
121	1



Action Notes
Background pans screen left to right.

Slugging
0.04

Scene	Panel
122	1



Action Notes
Background pans screen left to right.

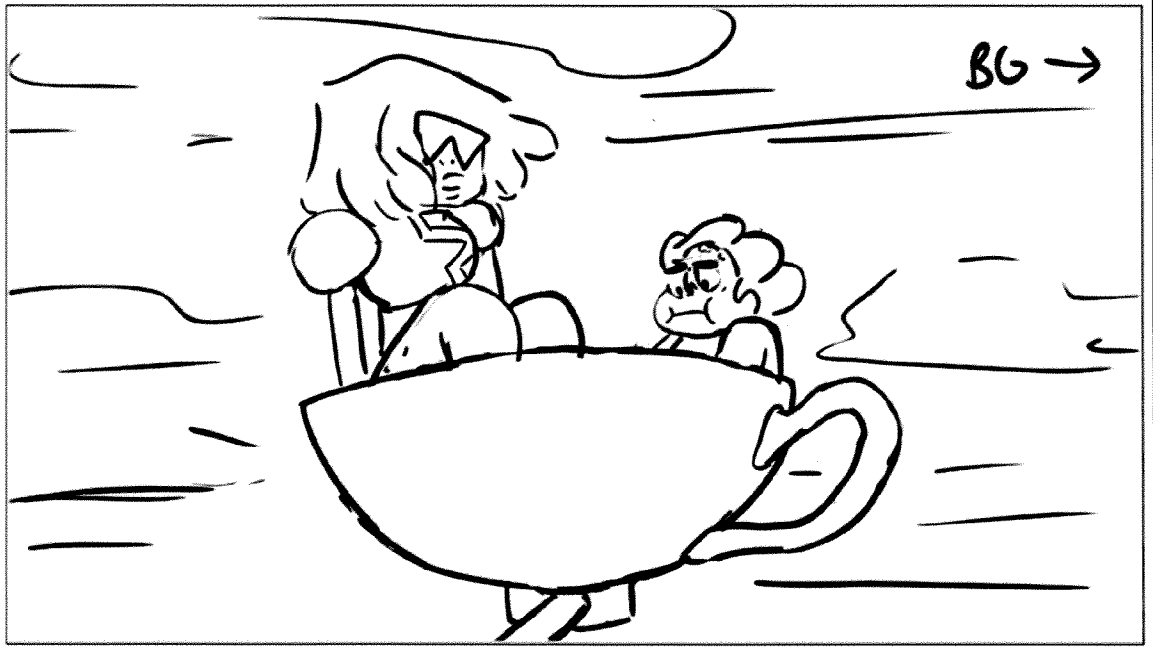
Slugging
Panels 1 to 4 = 1.14

JUN 10 2013

1020-007

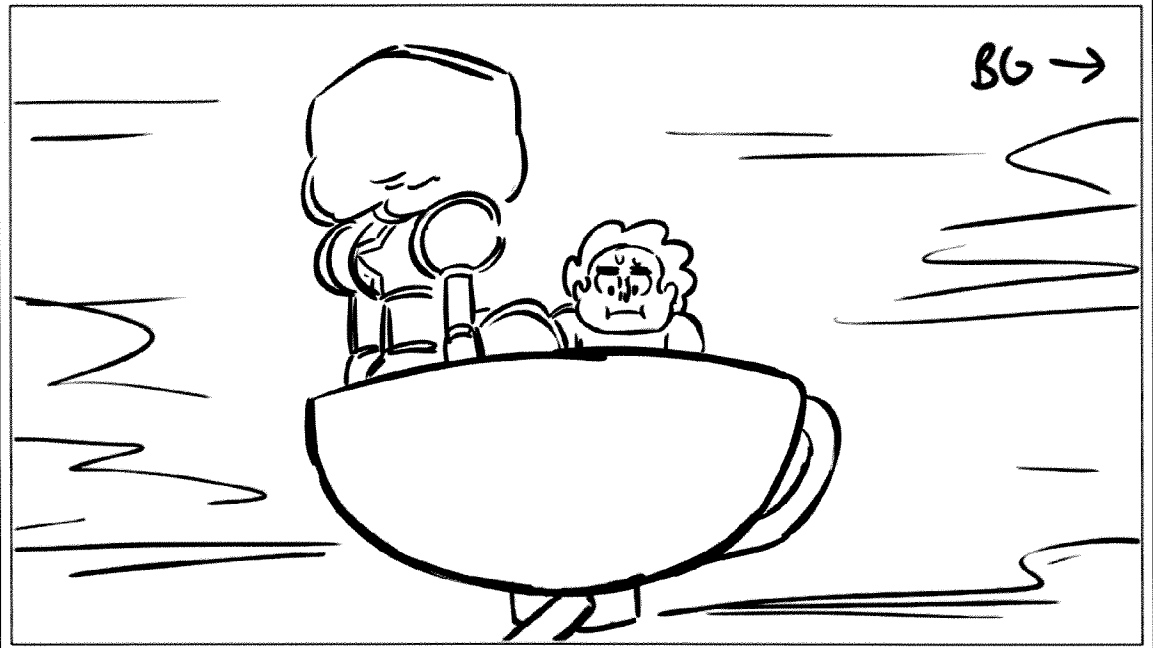
1020-007

Scene 122 Panel 2



Action Notes
Background pans screen left to right.

Scene 122 Panel 3



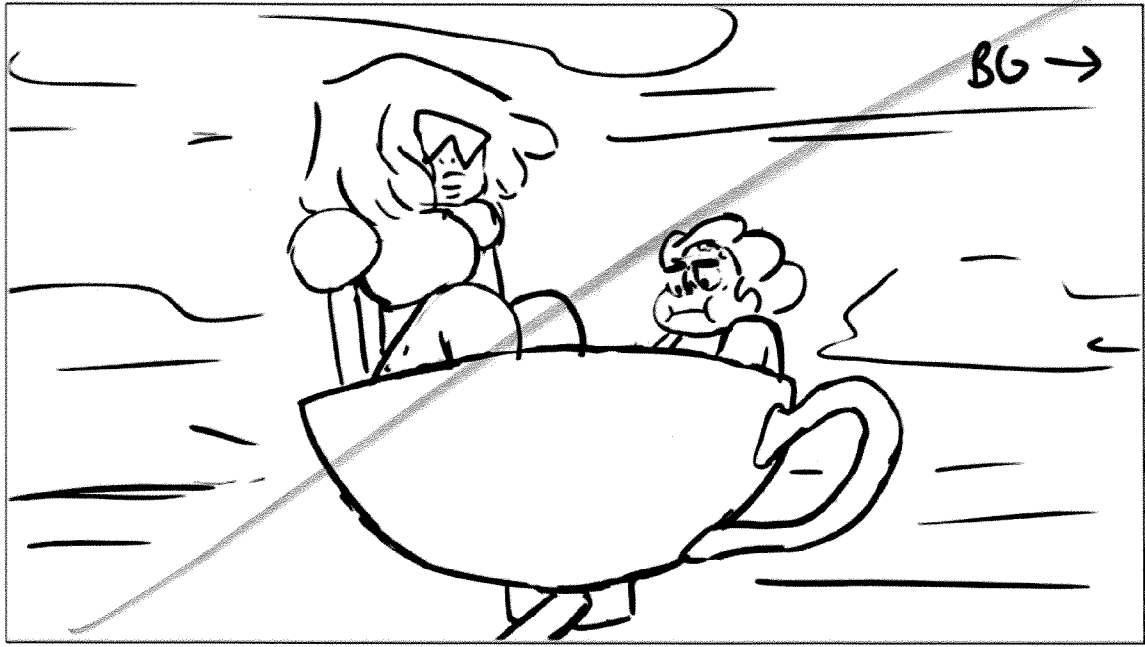
Action Notes
Background pans screen left to right.

JUN 10 2013

1020.007

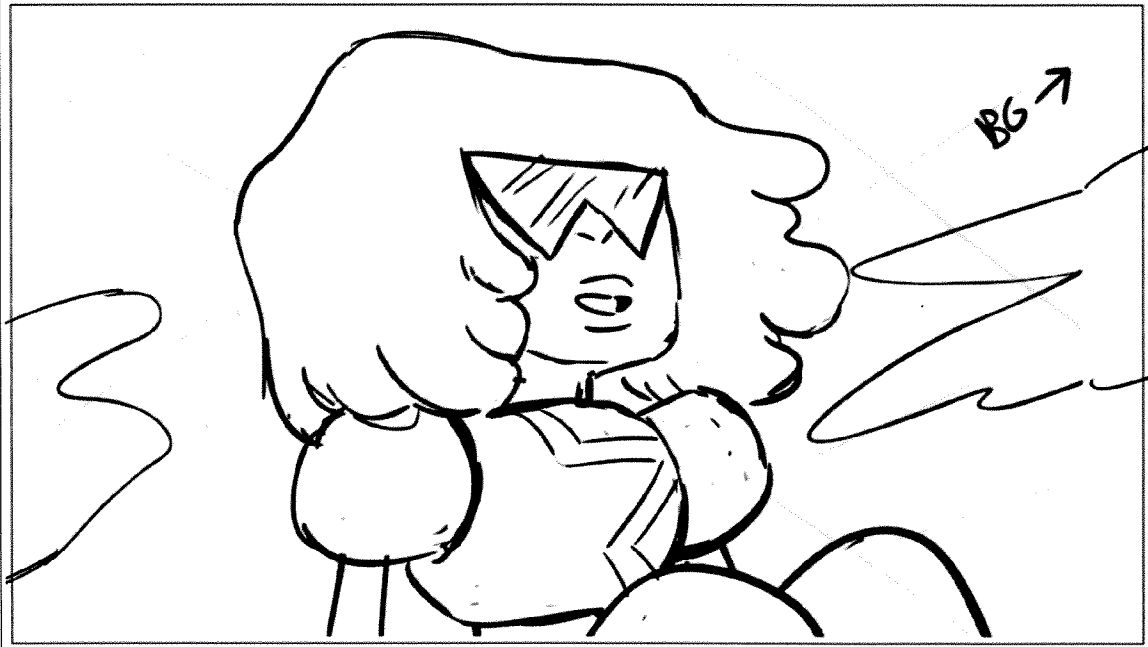
1020.007

Scene 122 Panel 4



Action Notes
Background pans screen left to right.

Scene 123 Panel 1



Dialog
GARNET: THIS IS FUN, STEVEN.

Action Notes
Background pans screen left to right.

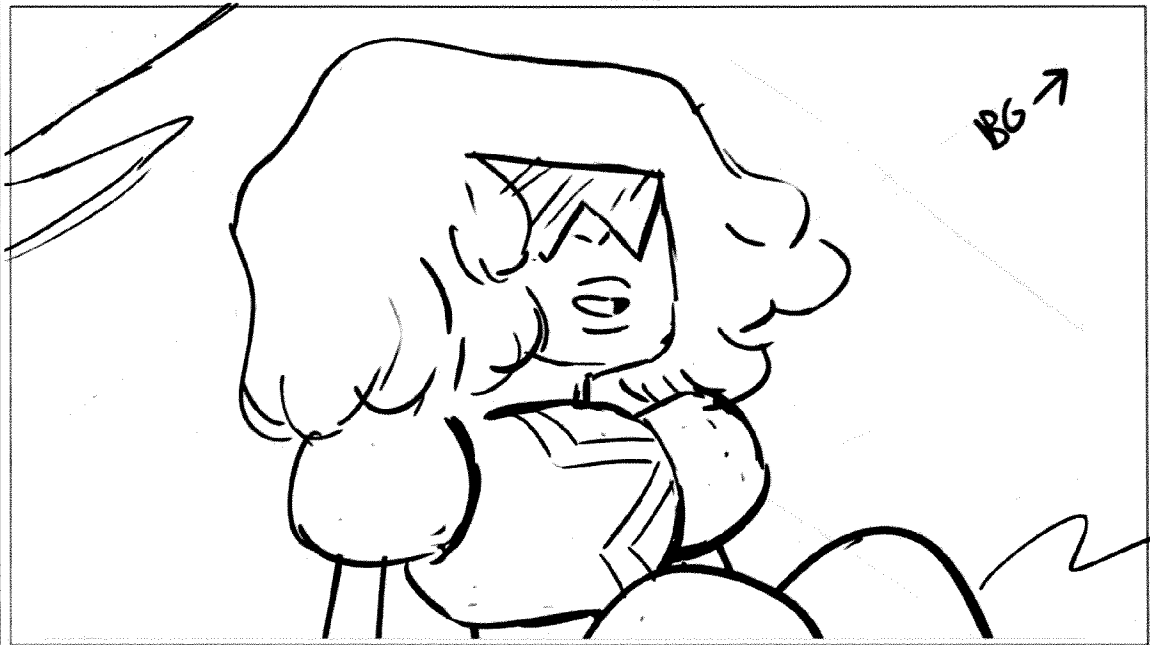
JUN 10 2013

Slugging
Panels 1 + 2 = 2.09

1020.007

1020.007

Scene	Panel
123	2



Action Notes
Background pans screen left to right.

Scene	Panel
124	1



Dialog
STEVEN: (*FEELING SICK) MLLRGHGH...

Action Notes
Background pans screen left to right.

Steven Shake.

Slugging
2.08

JUN 10 2013

1020.007

1020.007

Scene	Panel
124	CONT 2



Action Notes
Background pans screen left to right.

Steven Shake.

Slugging
0.05

Scene	Panel
124	CONT 3



Dialog
STEVEN: I THINK I NEED TO GET OFF THIS RIDE NOW!

Action Notes
Background pans screen left to right.

Steven Shake.

Slugging
Panels 3 + 4 x 9 = 0.10

Total frames repeat = 5.10

1020.007

1020.007

Scene	Panel
124	4



Action Notes
Background pans screen left to right.

Steven Shake.

Slugging
0.05

Scene	Panel
124	5



Action Notes
Background pans screen left to right.

Background shake.

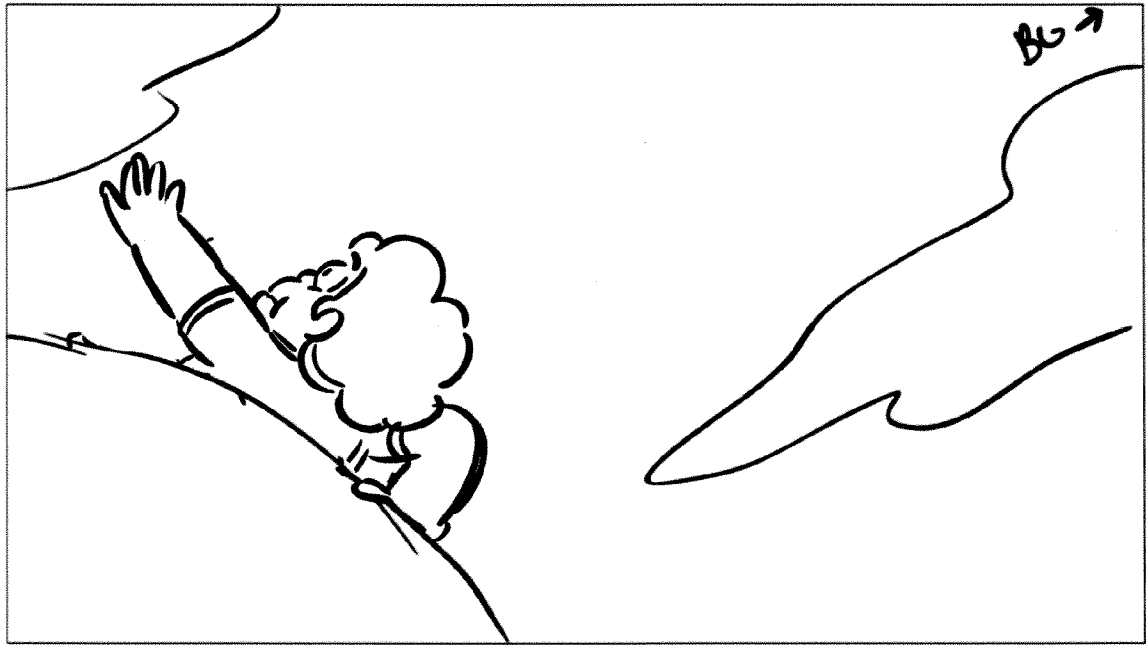
Slugging
0.06

JUN 10 2013

1020-007

1020-007

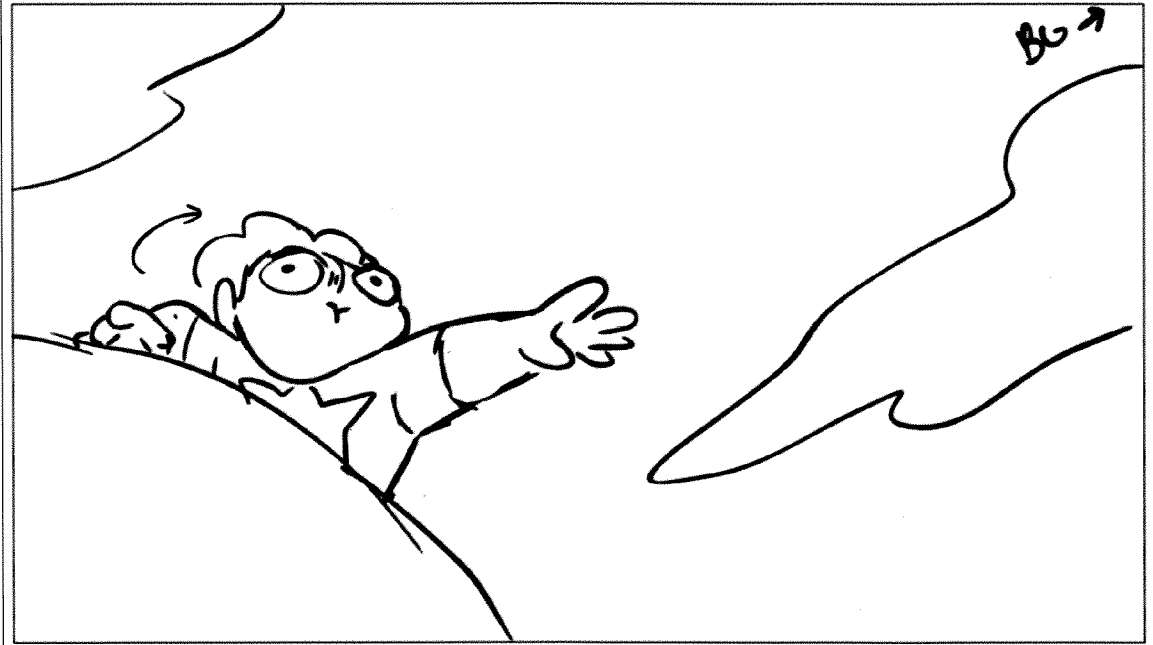
Scene	Panel
125	1



Action Notes
Background pans screen left to right.

Slugging
Panels 1 + 2 = 0.05

Scene	Panel
125	2



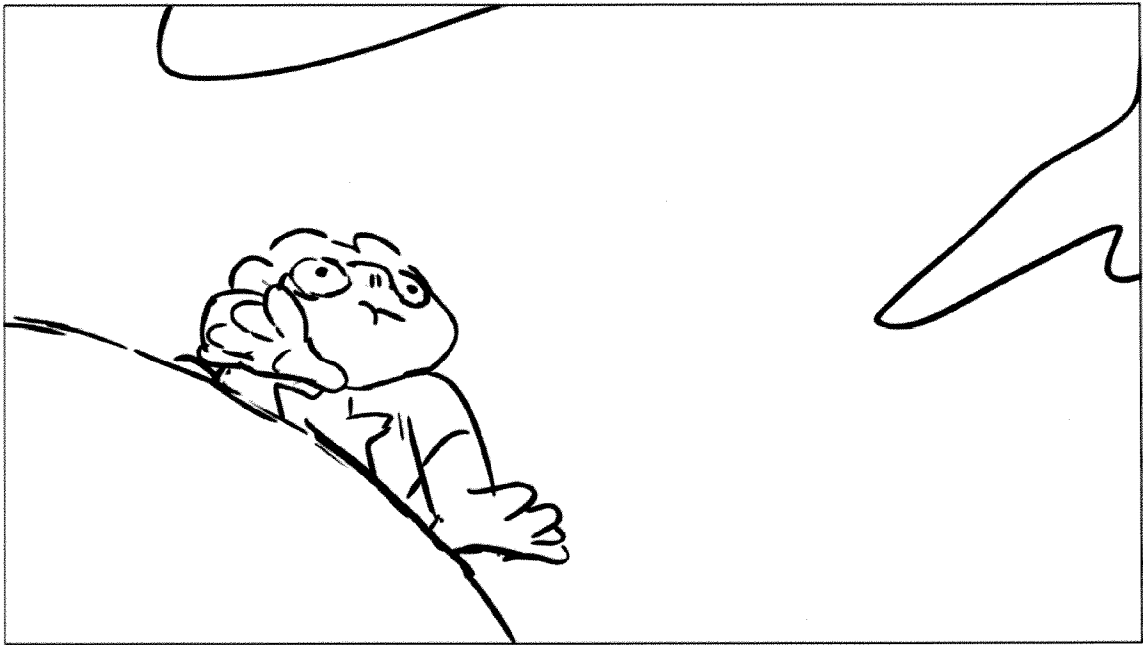
Action Notes
Background pans screen left to right.

JUN 10 2015

1020-007

1020-007

Scene	Panel
125	cont 3



Action Notes
Background pans screen left to right.

Slugging
0.05

Scene	Panel
125	cont 4



Action Notes
Background pans screen left to right.

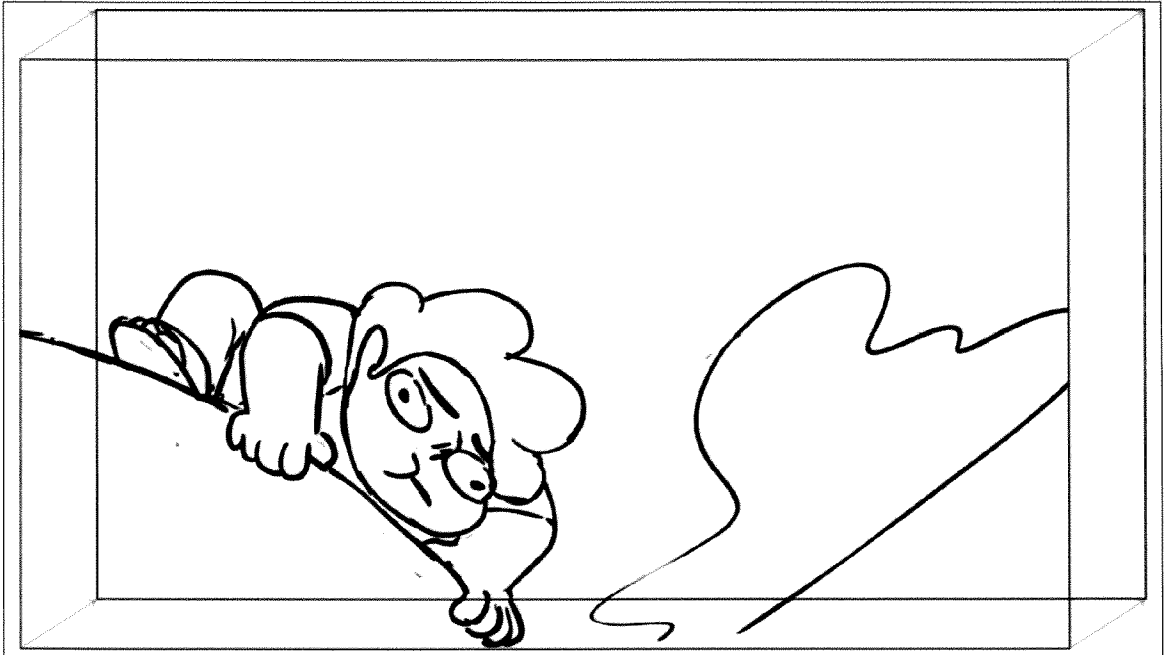
Slugging
0.05

JUN 10 2013

1020-007

1020-007

Scene	Panel
125	CONT
	5



Action Notes

Background pans screen left to right.

Slugging

ADJ: 0.08

ADJ through panels 5 to 8.

Scene	Panel
125	CONT
	6



Action Notes

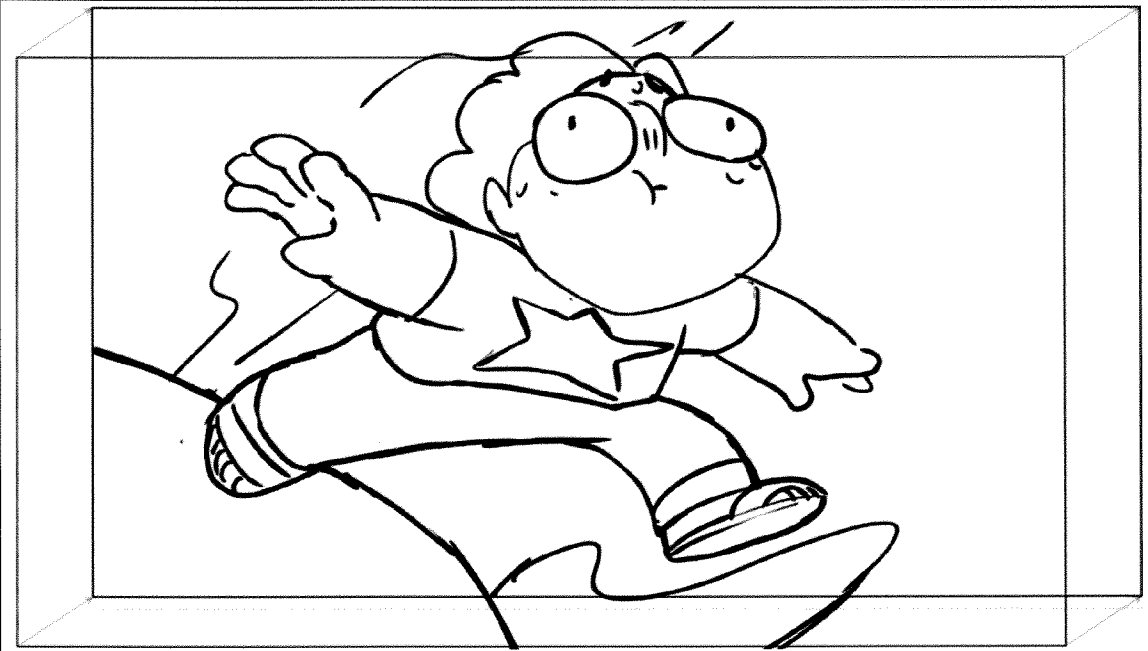
Background pans screen left to right.

Slugging

ADJ: 0.04

JUN 10 2013

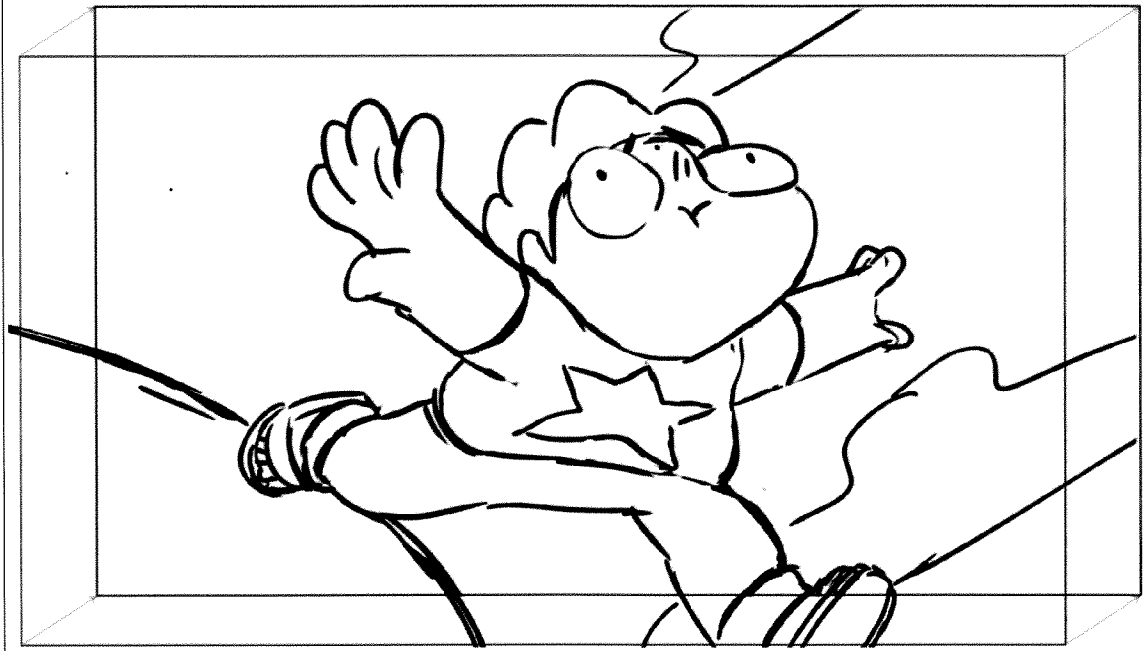
Scene 125 Panel 7



Action Notes
Background pans screen left to right.

Slugging
ADJ: 0.04

Scene 125 Panel 8



Action Notes
Background pans screen left to right.

Slugging
ADJ: 0.04

JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
125	9



Action Notes
Background pans screen left to right.

Slugging
0.04

Scene	Panel
125	10



Dialog
GARNET: STEVEN...

Action Notes
Background pans screen left to right.

Slugging
0.08

JUN 10 2013

1020-007

1020-007

Scene 125 Panel 11



Dialog
GARNET: ...NO!

Action Notes
Background pans screen left to right.

Slugging
1.04

Scene 126 Panel 1



Dialog
MR. SMILEY: AHAHA HA!

Slugging
1.10
JUN 10 2013

1020.007

1020.007

Scene	Panel
126	CONT 2



Slugging
0.04

Scene	Panel
126	CONT 3



Slugging
0.04

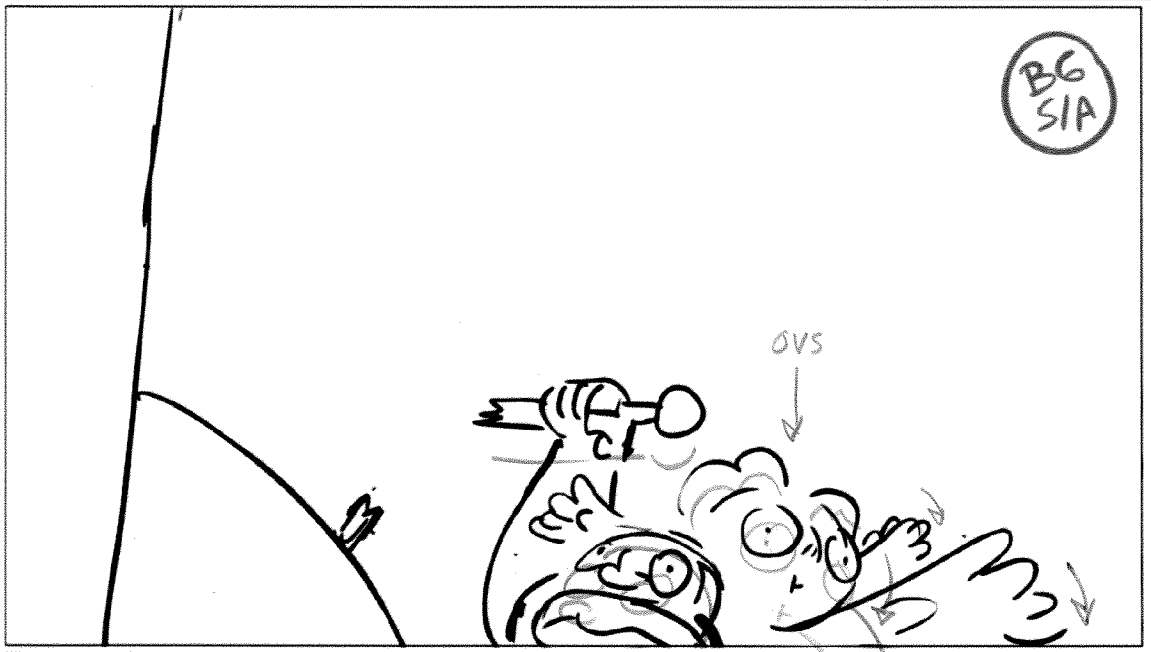
JUN 10 2013

1020-007

1020-007

1020-007

Scene 126 Panel **cont** 4



Slugging
1.04

STEVEN'S
ARM IN
(4A)

Scene 126 Panel **cont** 5



Slugging
0.06

JUN 10 2013

1020.007

1020.007

1020.007

Scene 126 Panel 6
CONT



Slugging
0.12

Scene 126 Panel 7
CONT



Dialog
MR. SMILEY: HAHA?

Slugging
1.08

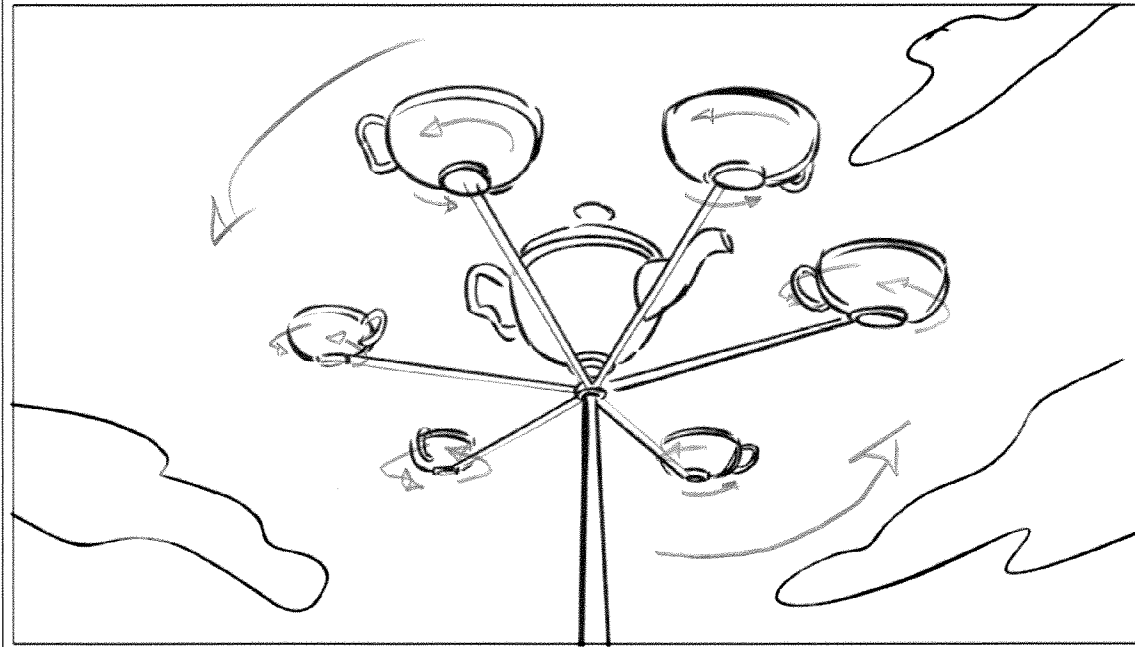
JUN 10 2013

1020-007

1020-007

1020-007

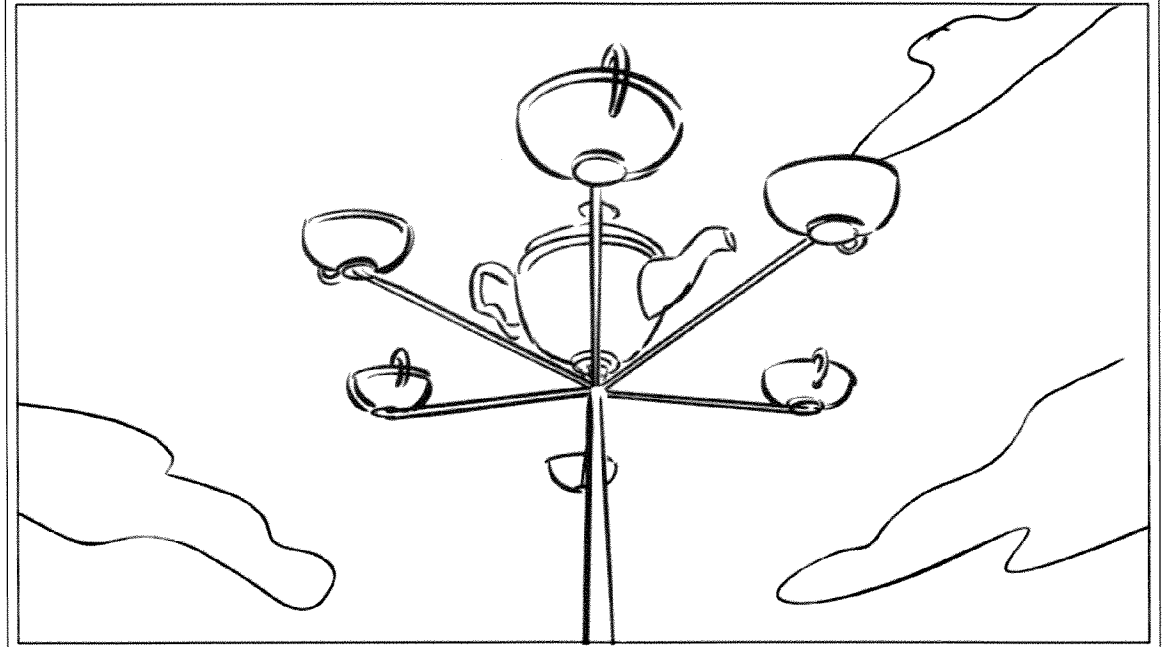
Scene	Panel
127	1



Dialog
CHILDREN <SCREAMING>

Slugging
Panels $1 + 2 \times 5 = 0.08$
Total frames for repeat = 2.13

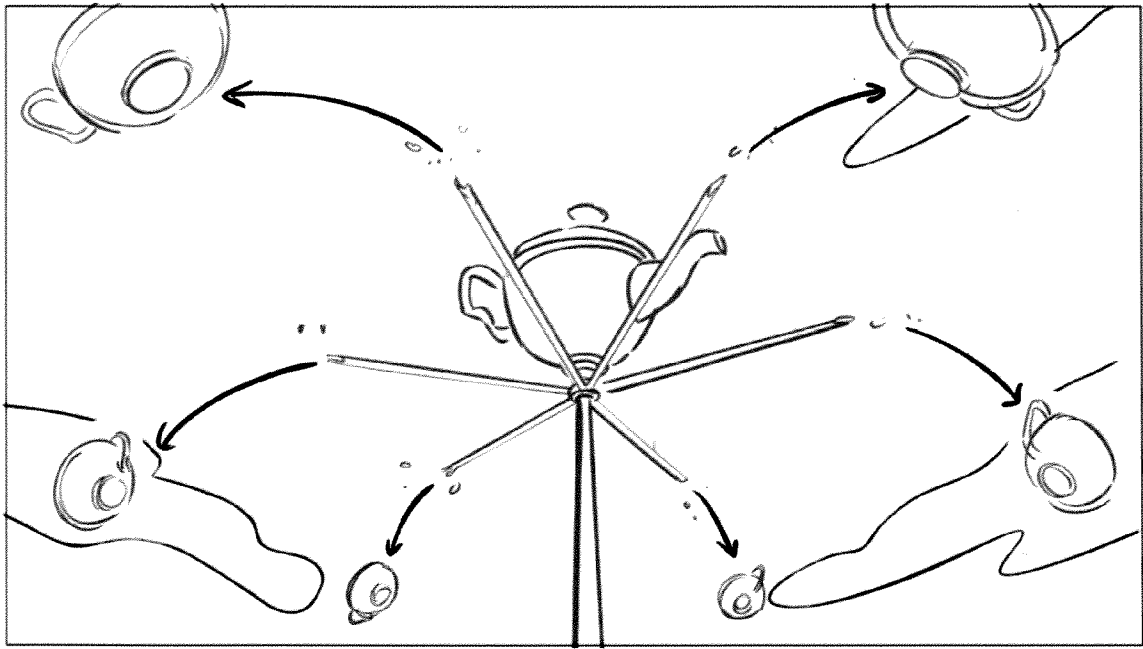
Scene	Panel
127	2



Dialog
CHILDREN <SCREAMING>

JUN 10 2013

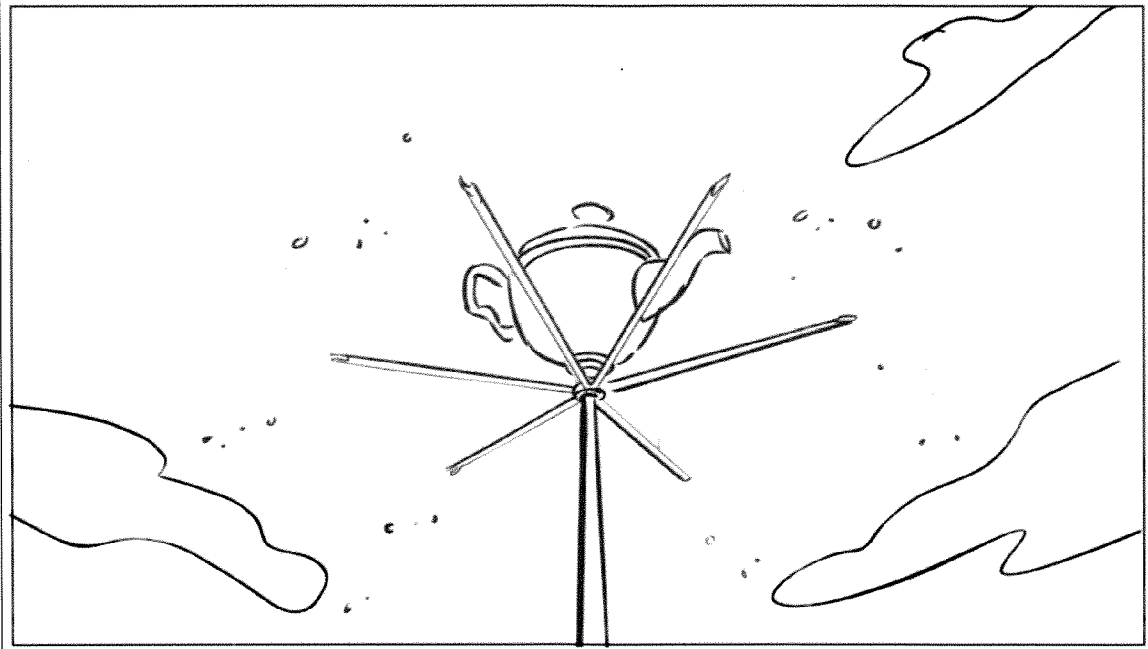
Scene 127 Panel 3



Dialog
<MORE SCREAMING>

Slugging
0.10

Scene 127 Panel 4



Dialog
<MORE SCREAMING>

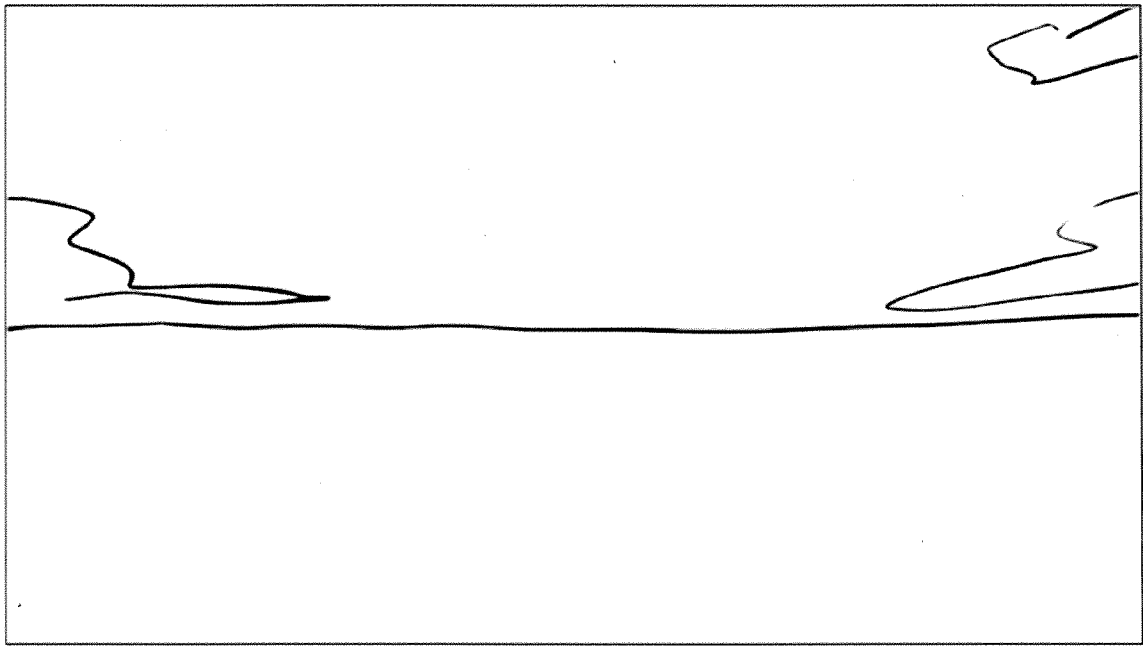
Slugging
1.03
JUN 10 2013

1020-007

1020-007

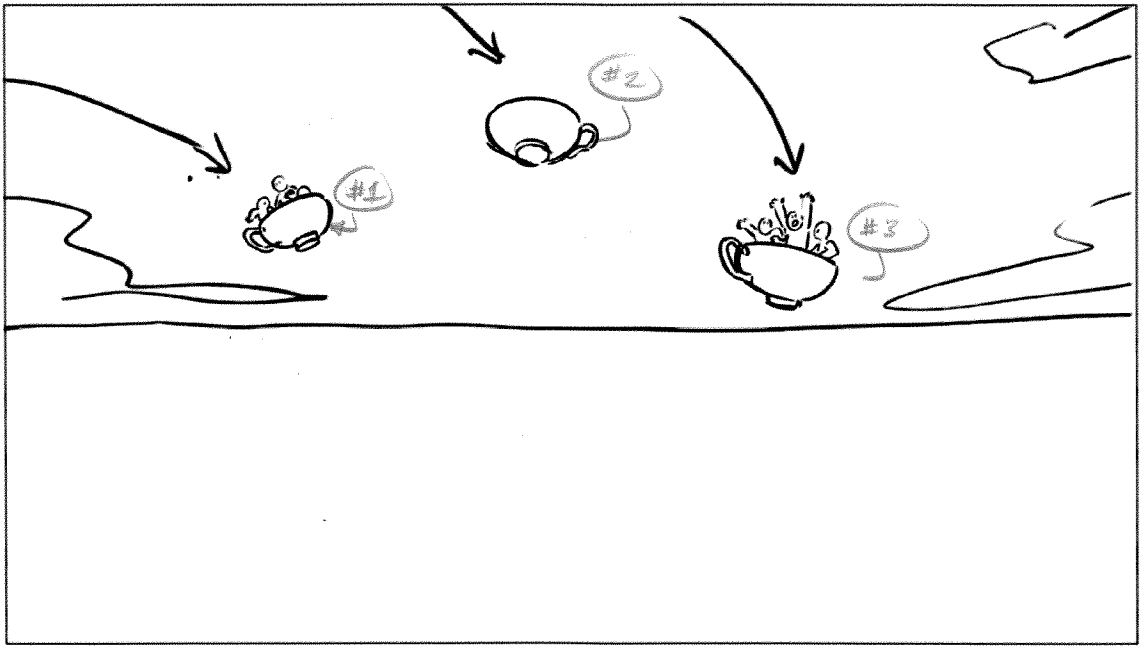
1020-007

Scene	Panel
128	1



Slugging
0.06

Scene	Panel
128	2



Dialog
<MORE SCREAMING>

Slugging
0.08

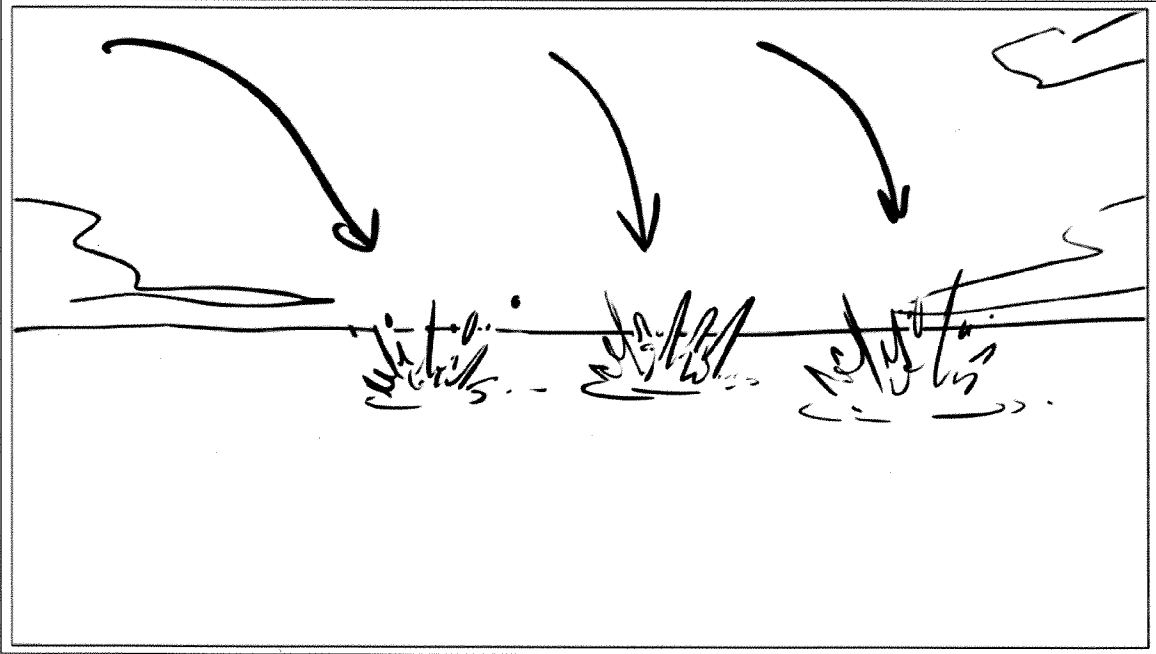
JUN 10 2013

1020-007

1020-007

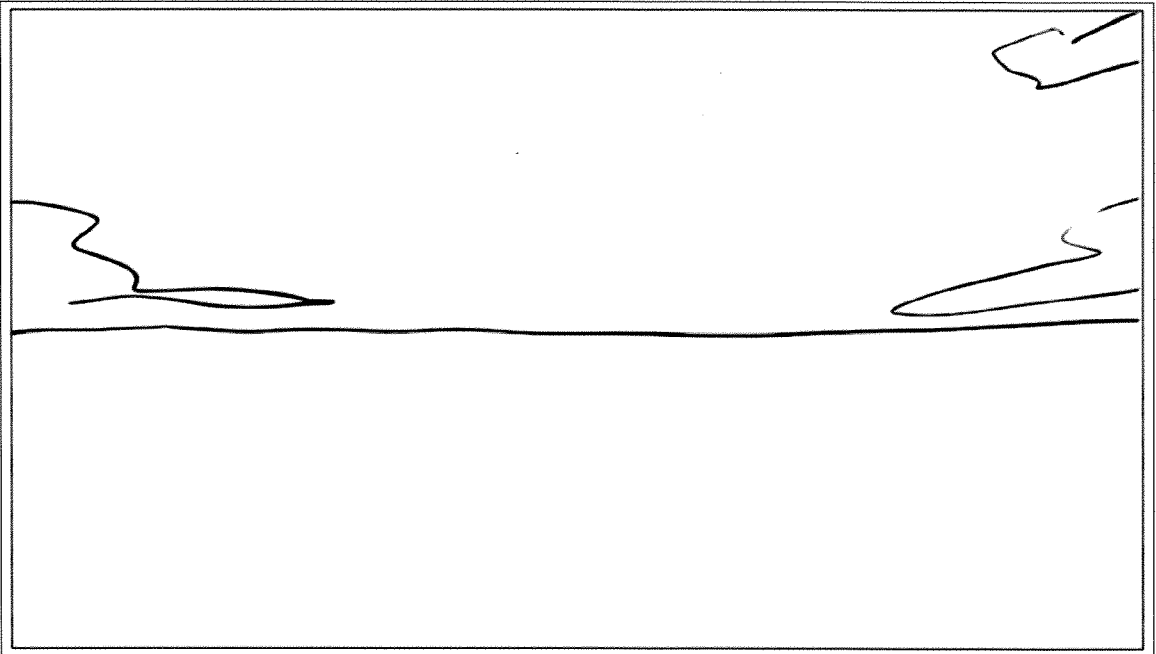
1020-007

Scene	Panel
128	cont 3



Slugging
0.12

Scene	Panel
128	cont 4



Slugging
1.07

JUN 10 2013

1020:007

1020:007

Scene	Panel
128	5

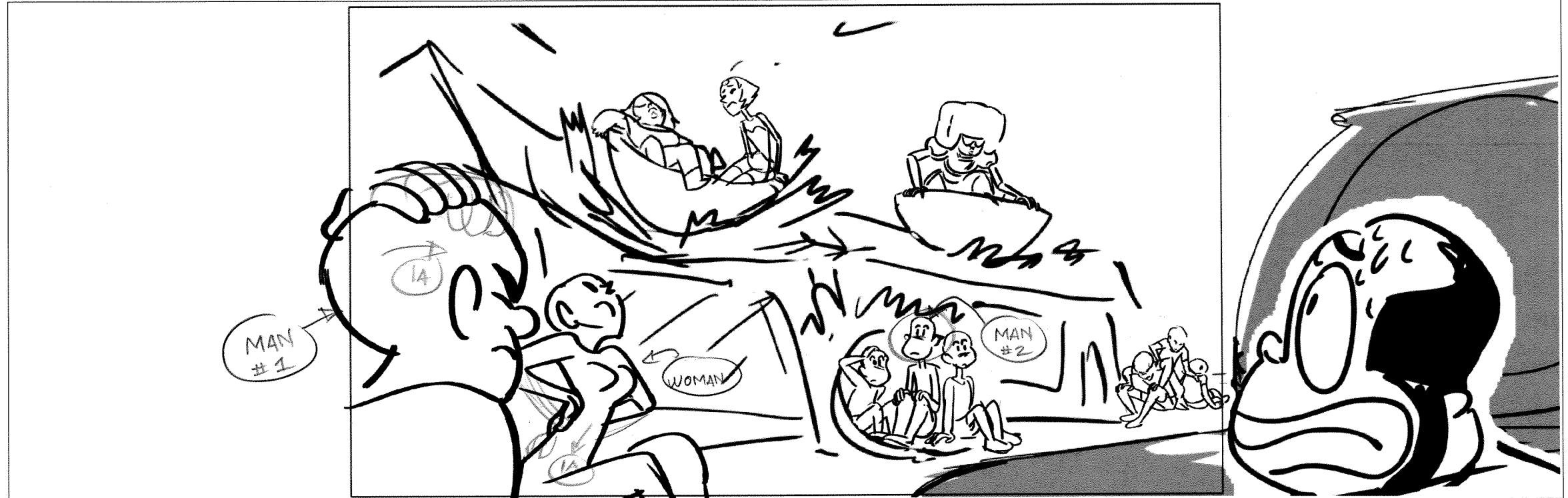
Slugging
1.10

1020.007

1020.007

JUN 10 2015

1020.007

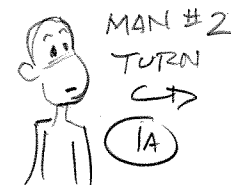
Scene
129Panel
1

Dialog

AMETHYST: <SNORING>

Slugging

Panels 1 + 2 = 1.10



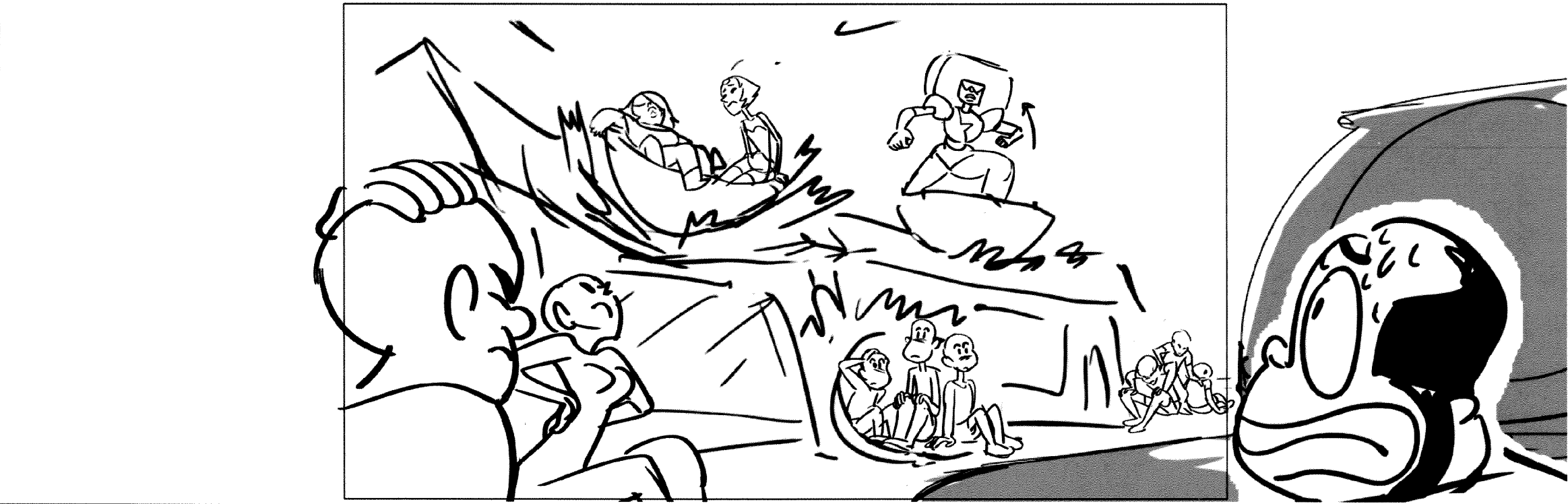
JUN 10 2013

1020-007

1020-007

Scene
129 CONT.

Panel
2



JUN 10 2013

1020-007

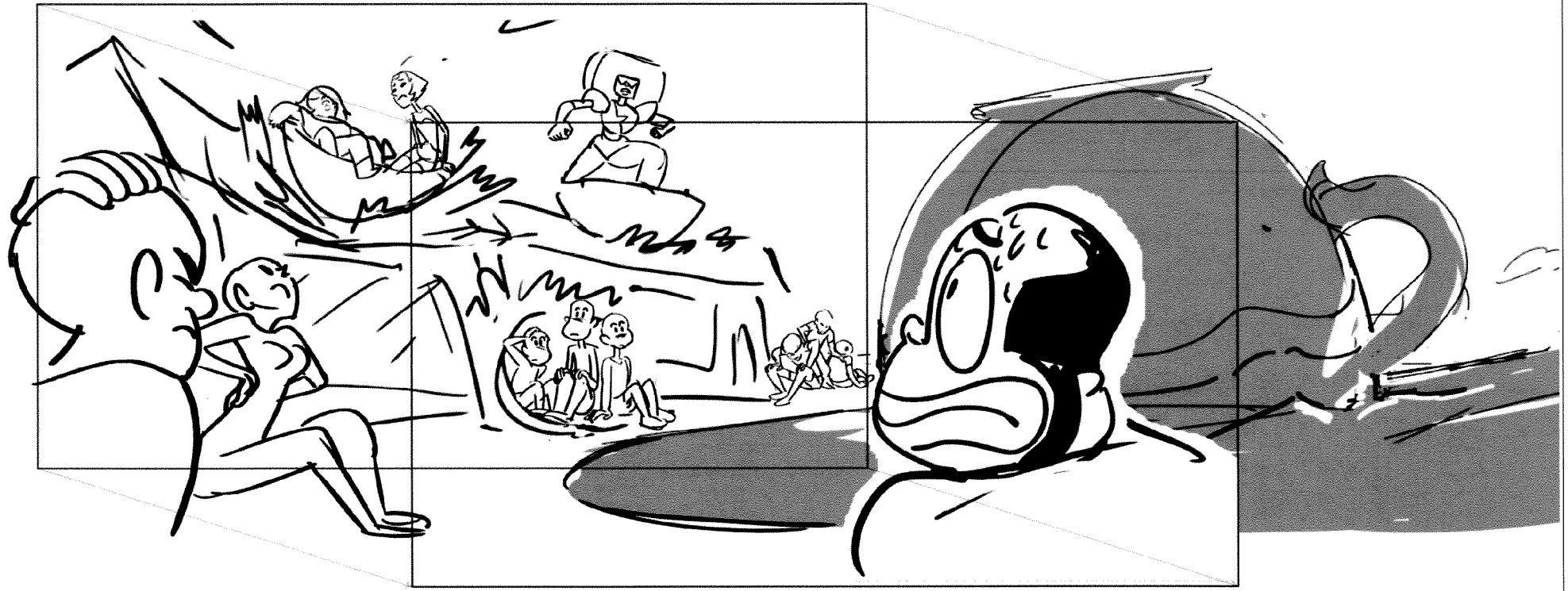
1020-007

Scene

129 CONT

Panel

3



Action Notes

Foreground teacup pans screen right to left.

Start out of focus.

Foreground teacup comes into focus, BG out of focus.

Teacup passes, background comes into focus.

Slugging

ADJ: 0.10

Then HOLD: 0.10

JUN 10 2013

1020.007

1020.007

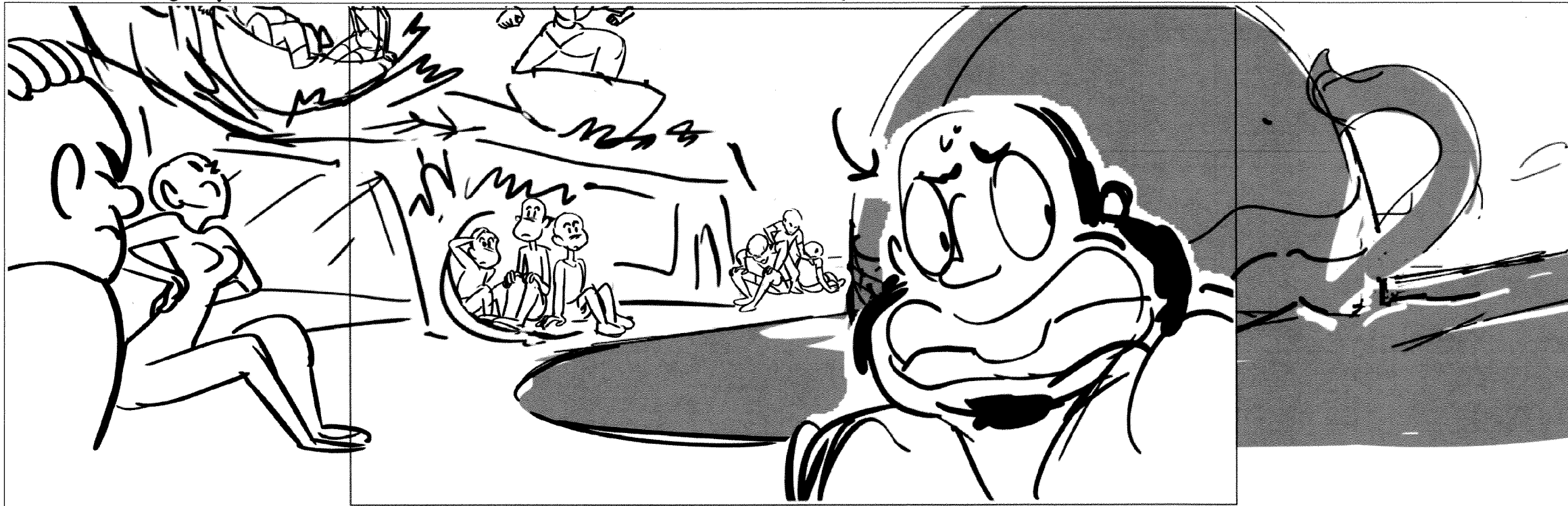
1020.007

Scene

129 CONT

Panel

4



Action Notes

Foreground teacup pans screen right to left.

Start out of focus.

Foreground teacup comes into focus, BG out of focus.

Teacup passes, background comes into focus.

Slugging

1.00

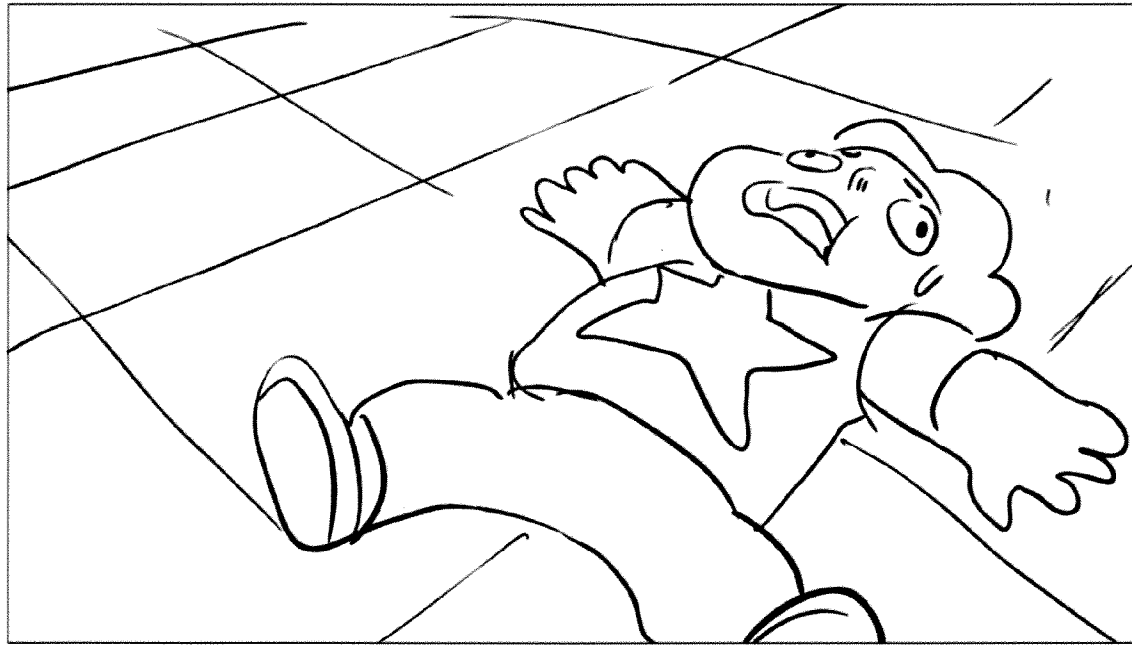
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
130	1



Slugging
0.14

Scene	Panel
130	2



Slugging
0.08

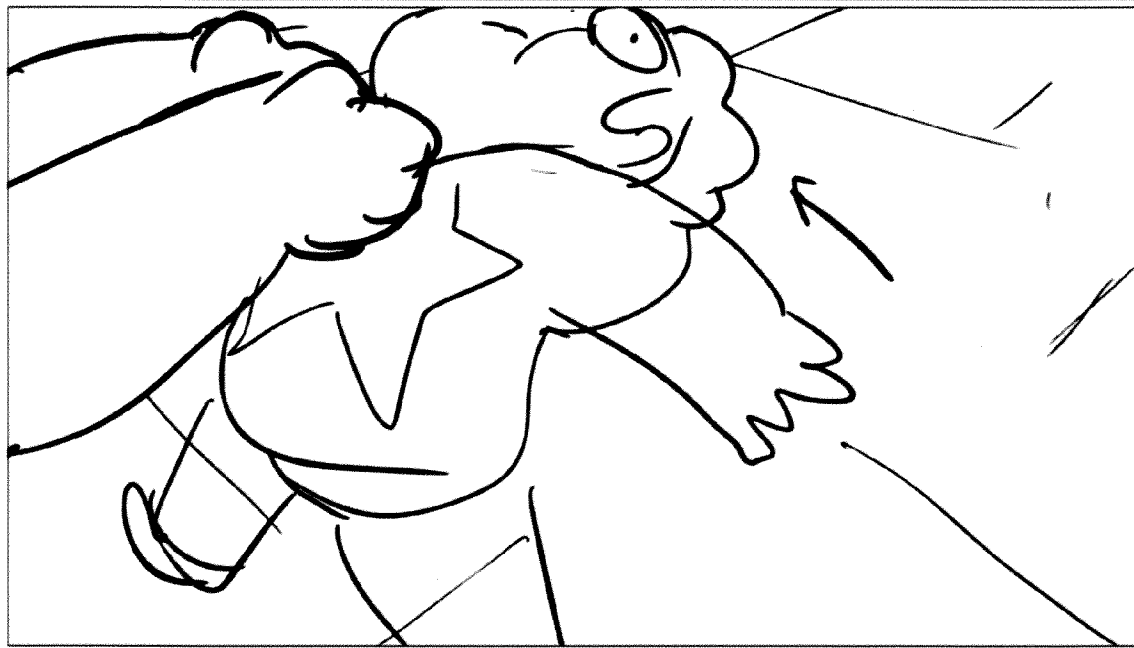
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
130	cont 3



Slugging
0.13

Scene	Panel
131	1



Slugging
Panels 1 + 2 = 1.05

Notes

H.U. pose Steven starts off screen right.

JUN 10 2013

1020-007

1020-007

1020-007

Scene 131 Panel 2



Dialog
MR. SMILEY: HA HA!

Scene 131 Panel 3

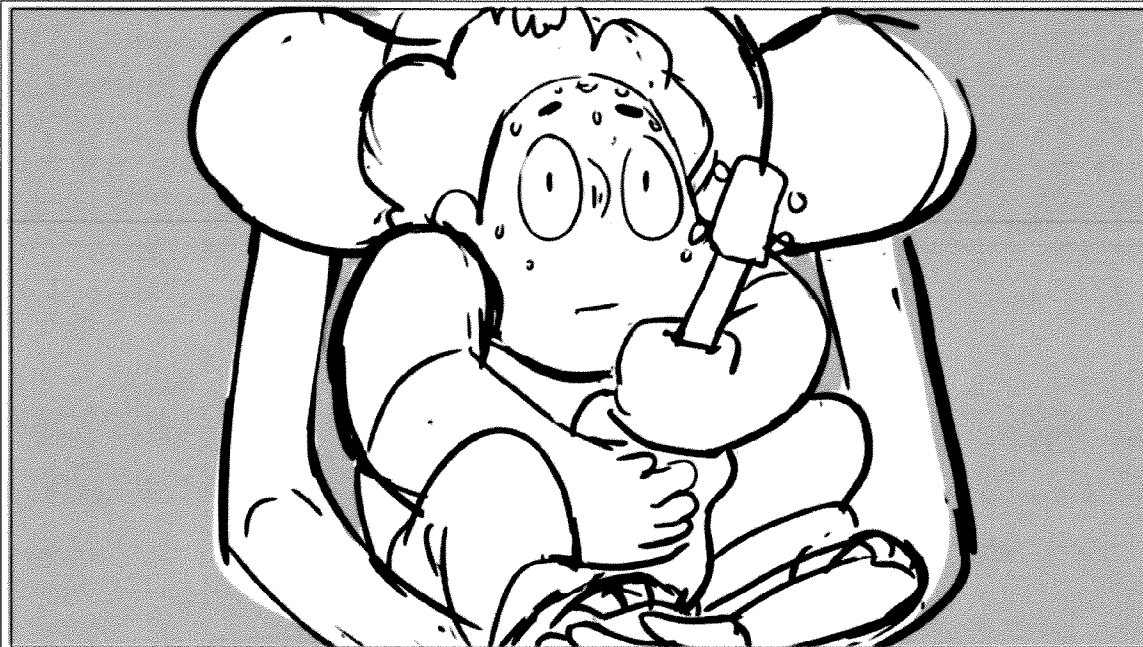


Dialog
MR. SMILEY: STEVEN! YOU'RE BANNED FROM ALL THE RIDES! FOREVER!

Slugging
5.03

JUN 10 2013

Scene	Panel
133	2



Slugging
0.13

Scene	Panel

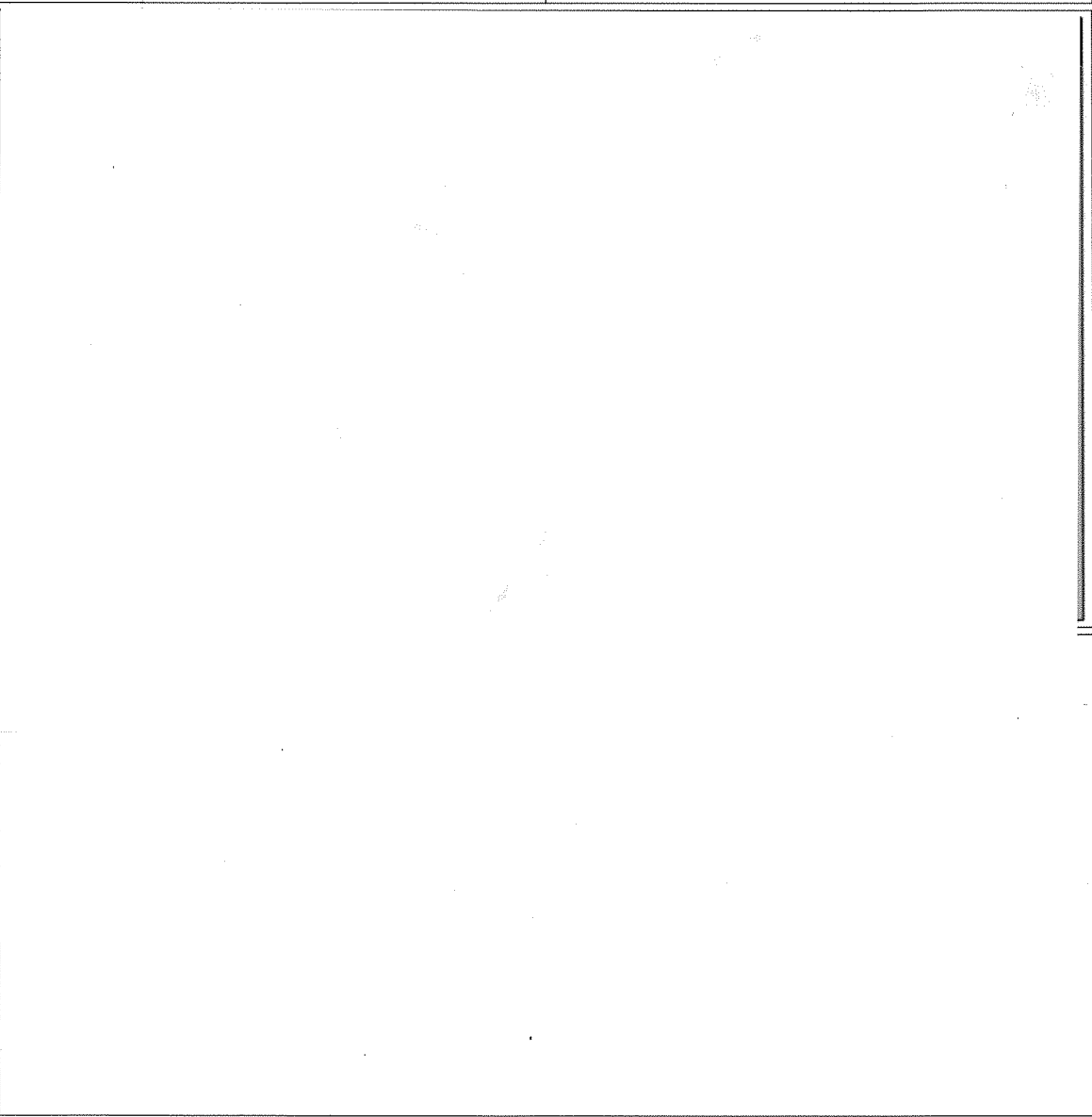
JUN 10 2013

1020-007

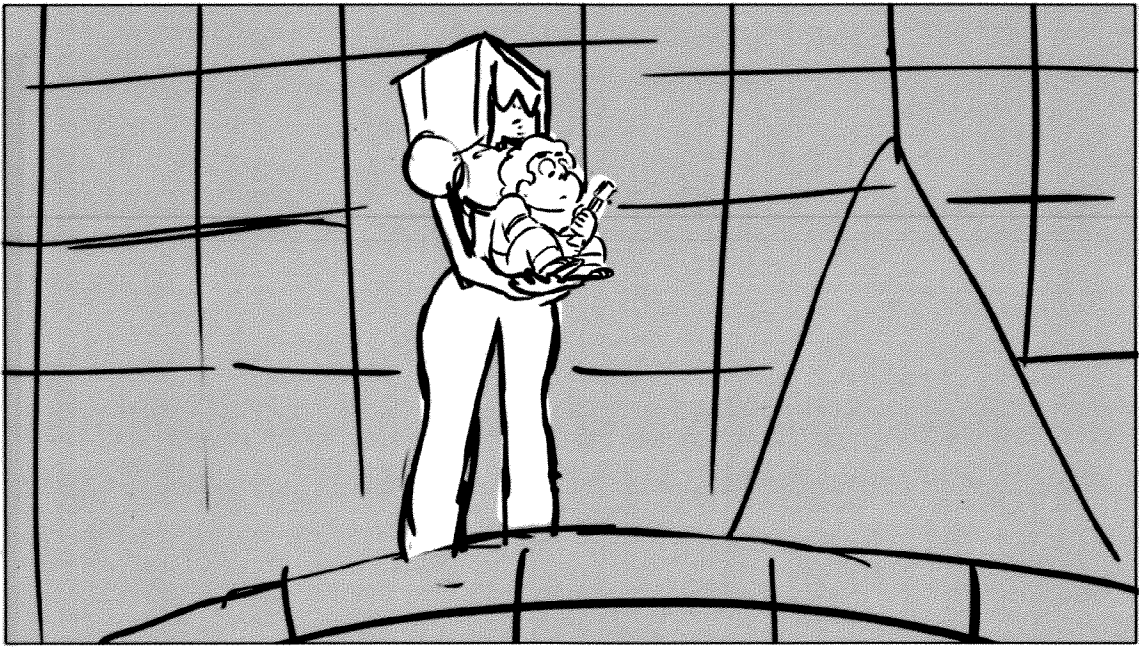
1020-007

1020-007

Scene	Panel
-------	-------



Scene	Panel
134	1



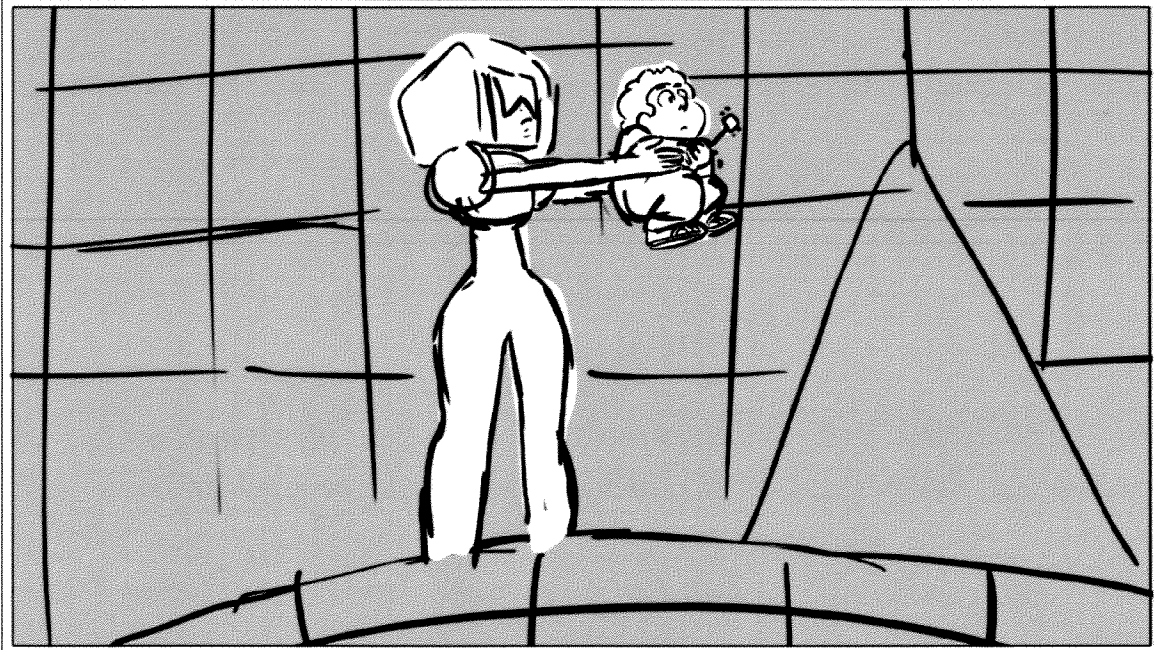
Slugging
0.14

JUN 10 2013

1020-007

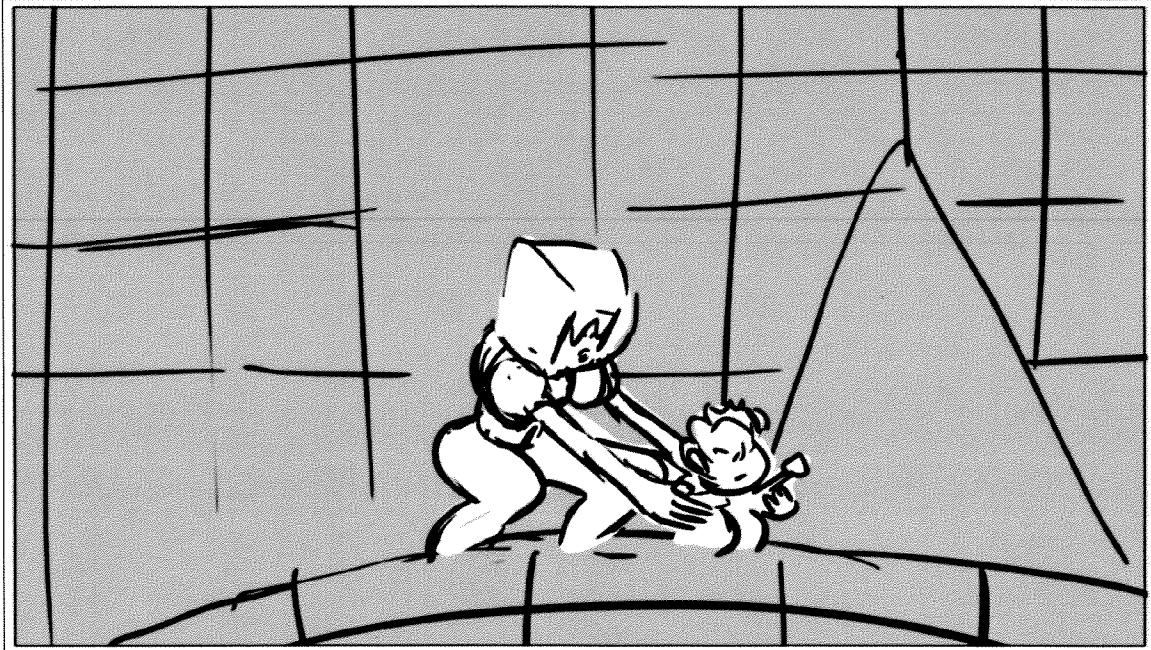
1020-007

Scene	Panel
134	<i>CONT</i>
	2



Slugging
0.14

Scene	Panel
134	<i>CONT</i>
	3



Slugging
0.07

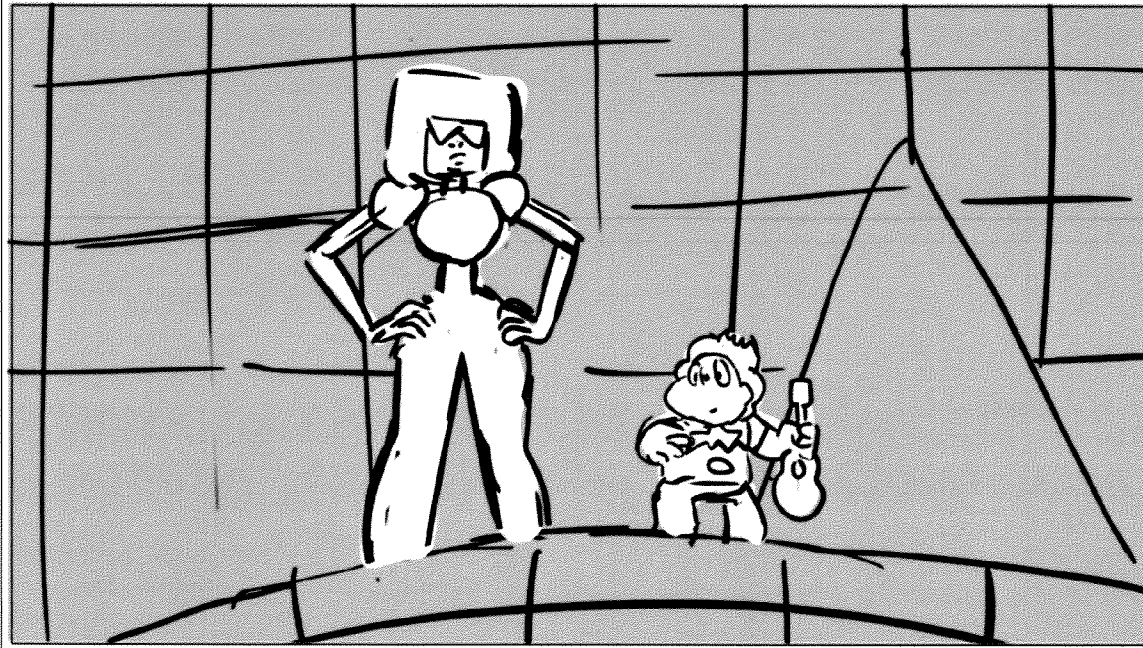
JUN 10 2013

1020-007

1020-007

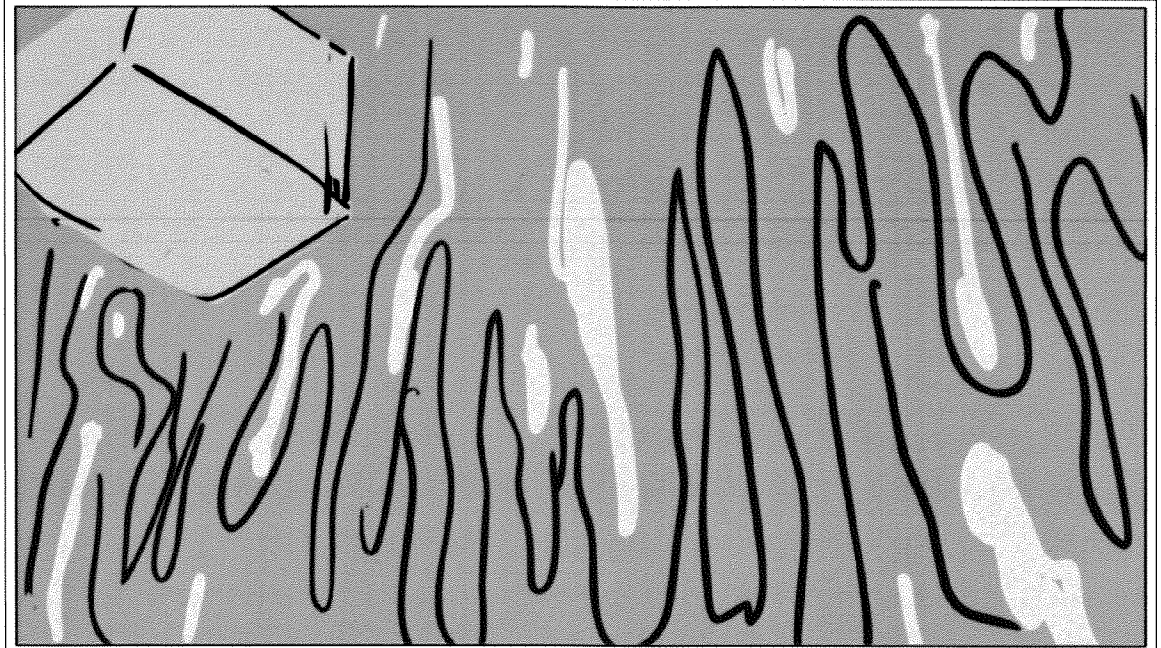
1020-007

Scene	Panel
134	4



Slugging
1.06

Scene	Panel
135	1



Slugging
0.10

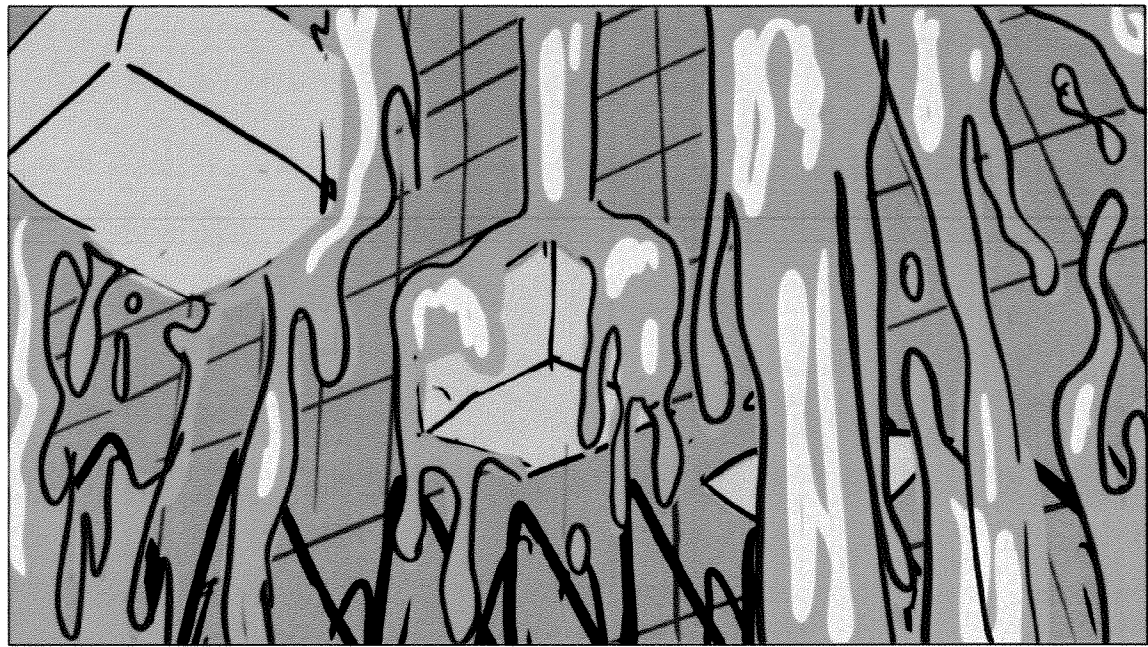
JUN 10 2013

1020-007

1020-007

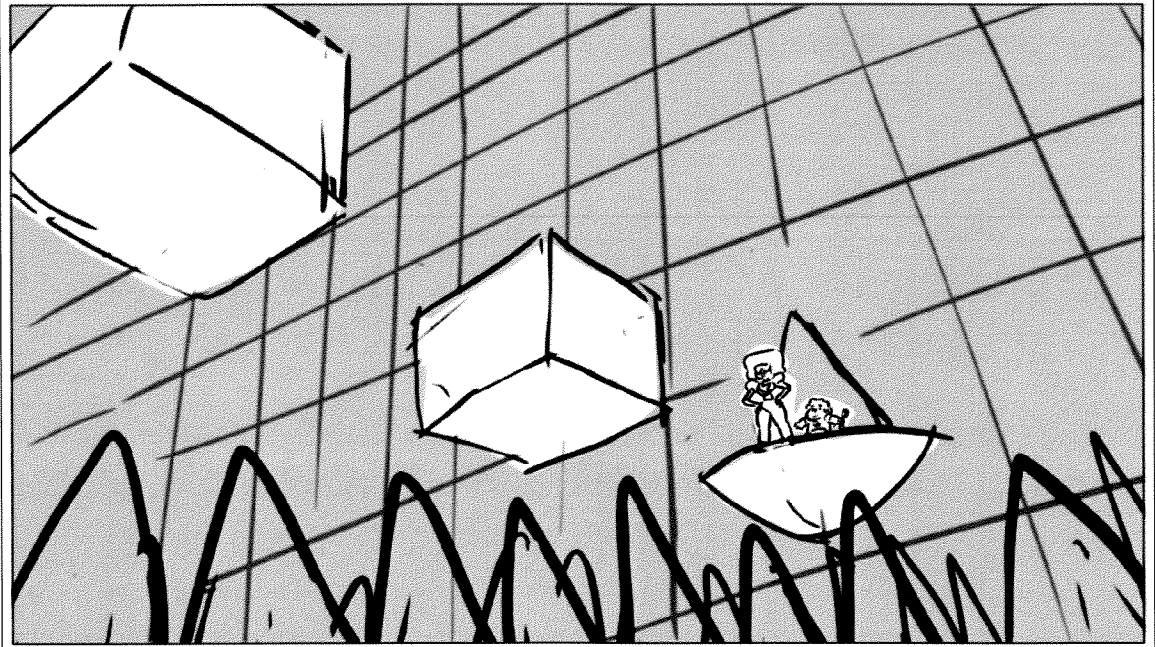
1020-007

Scene	Panel	
135	cont	2



Slugging
0.11

Scene	Panel	
135	cont	3



Slugging
2.00

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
136	1



Dialog
STEVEN: WOAHH...

Slugging
1.06

Scene	Panel
136	2



Slugging
0.06

JUN 10 2013

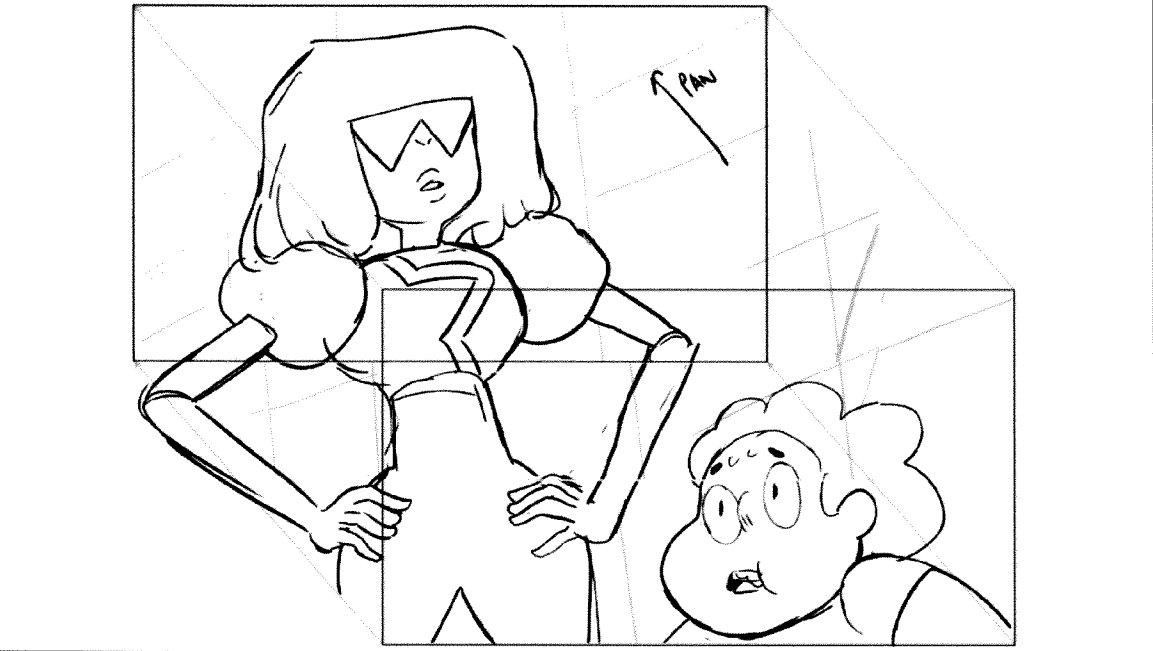
JUN 10 2013

1020-007

1020-007

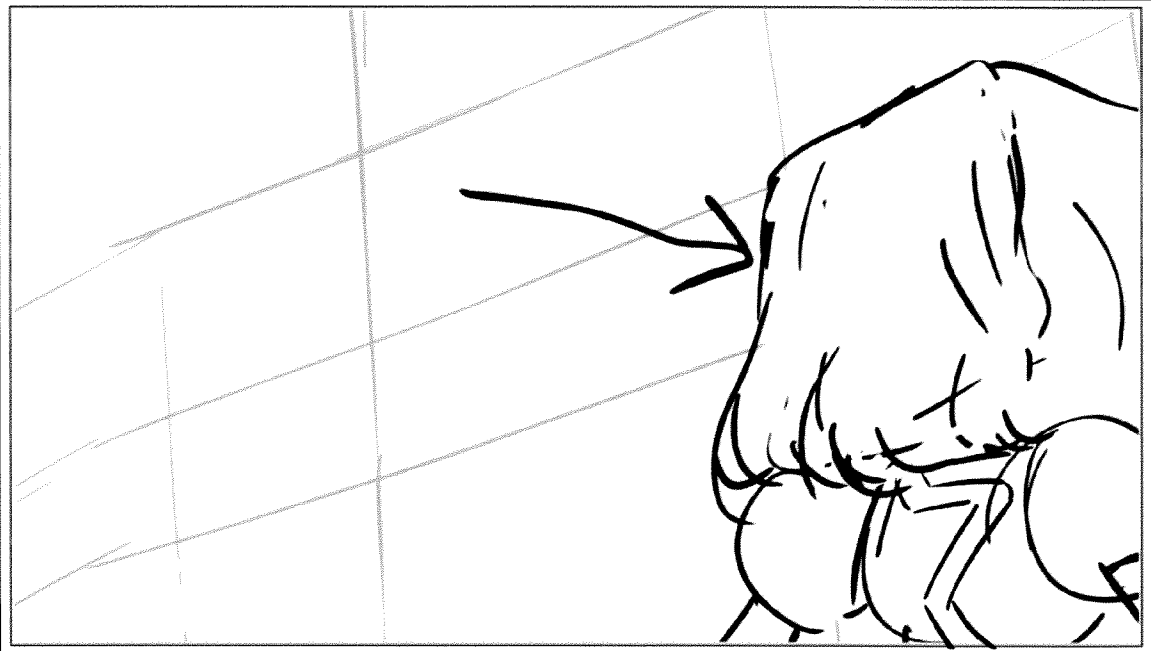
1020-007

Scene 136 Panel 5



Dialog
GARNET: I CARRIED YOU WHILE YOU TOOK A NAP.

Scene 136 Panel 6



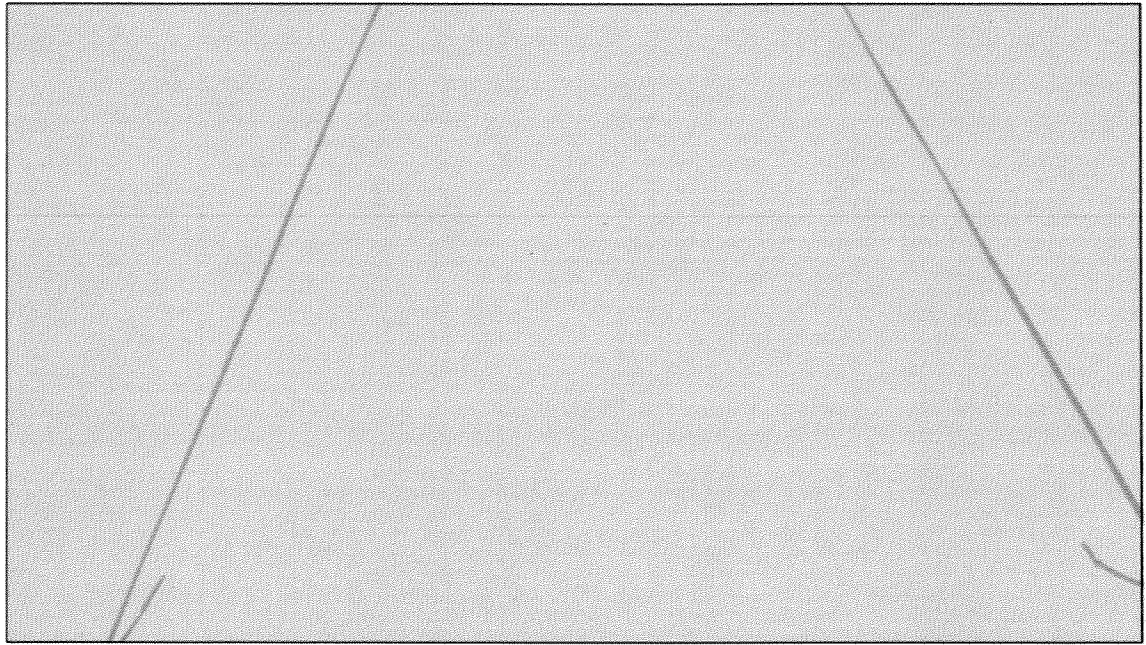
Slugging
0.14

JUN 10 2013

1020-007

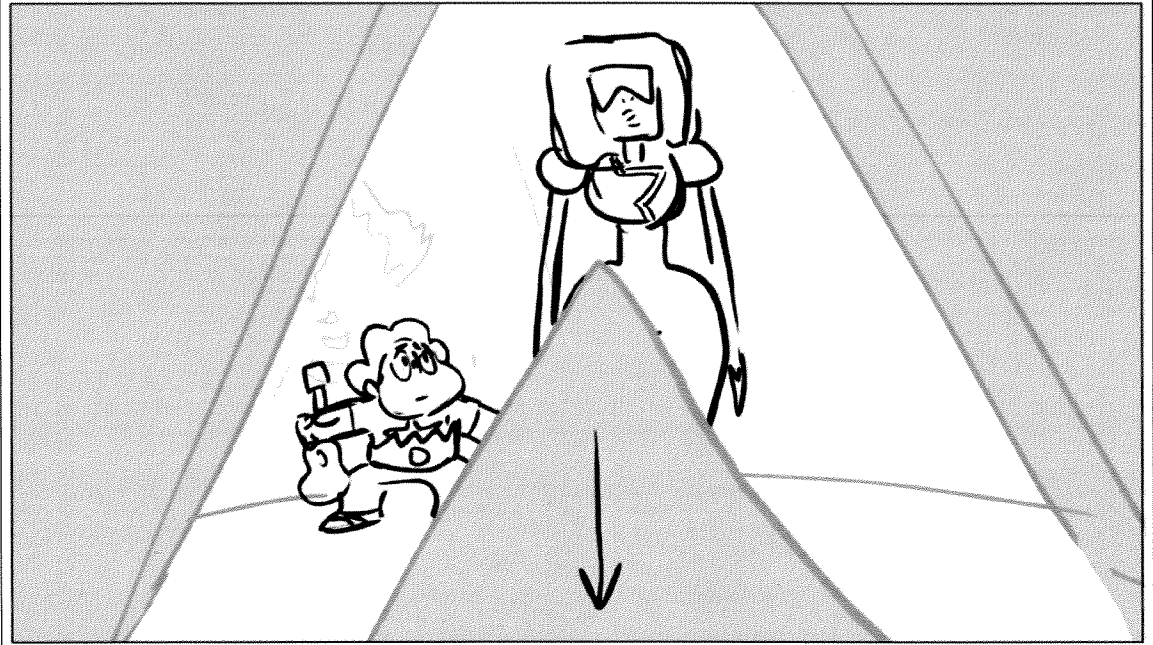
1020-007

Scene	Panel
137	1



Slugging
0.12

Scene	Panel
137	2



Slugging
0.04

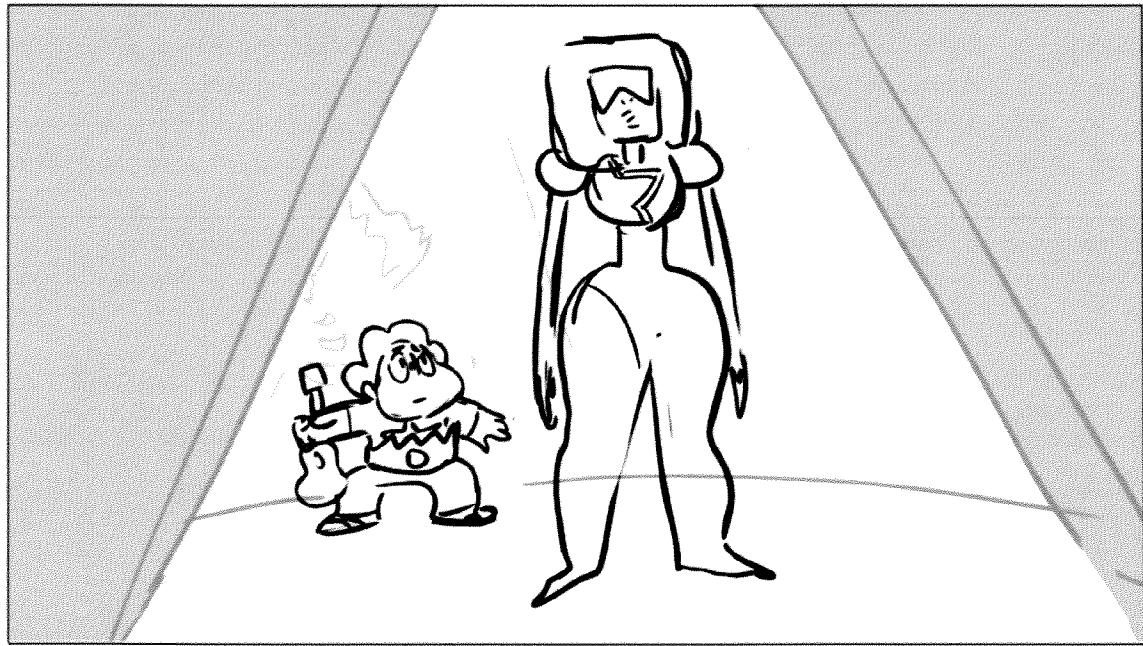
JUN 10 2013

1020-007

1020-007

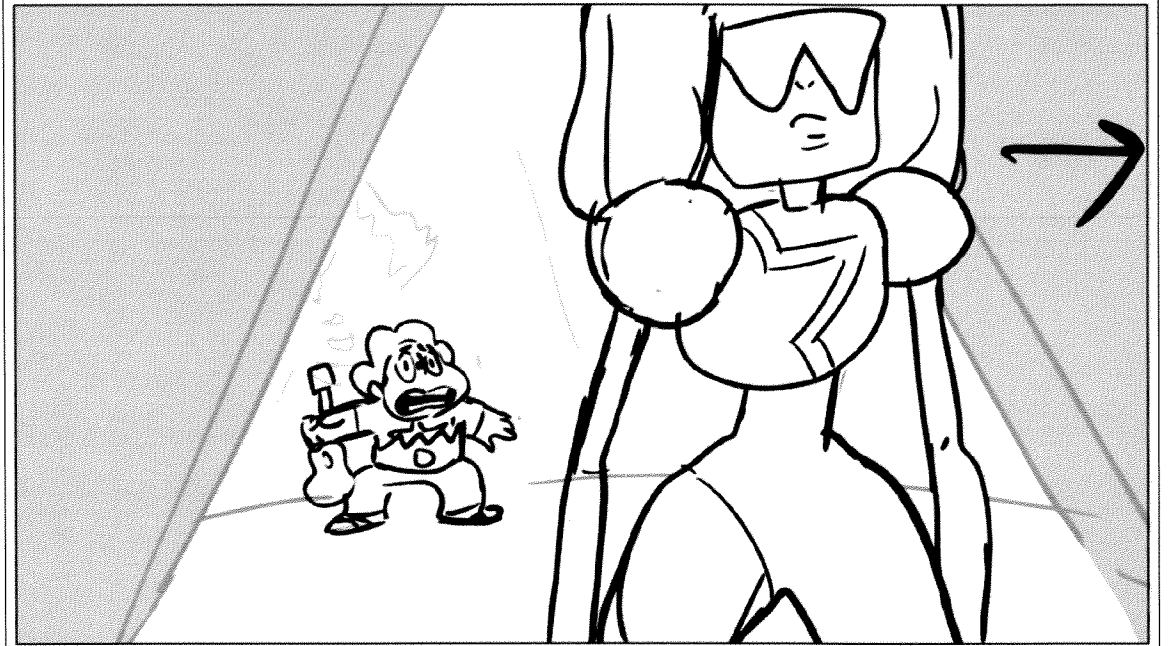
1020-007

Scene	Panel
137	cont 3



Slugging
0.15

Scene	Panel
137	cont 4



Dialog
STEVEN: NAP?!

Slugging
2.11

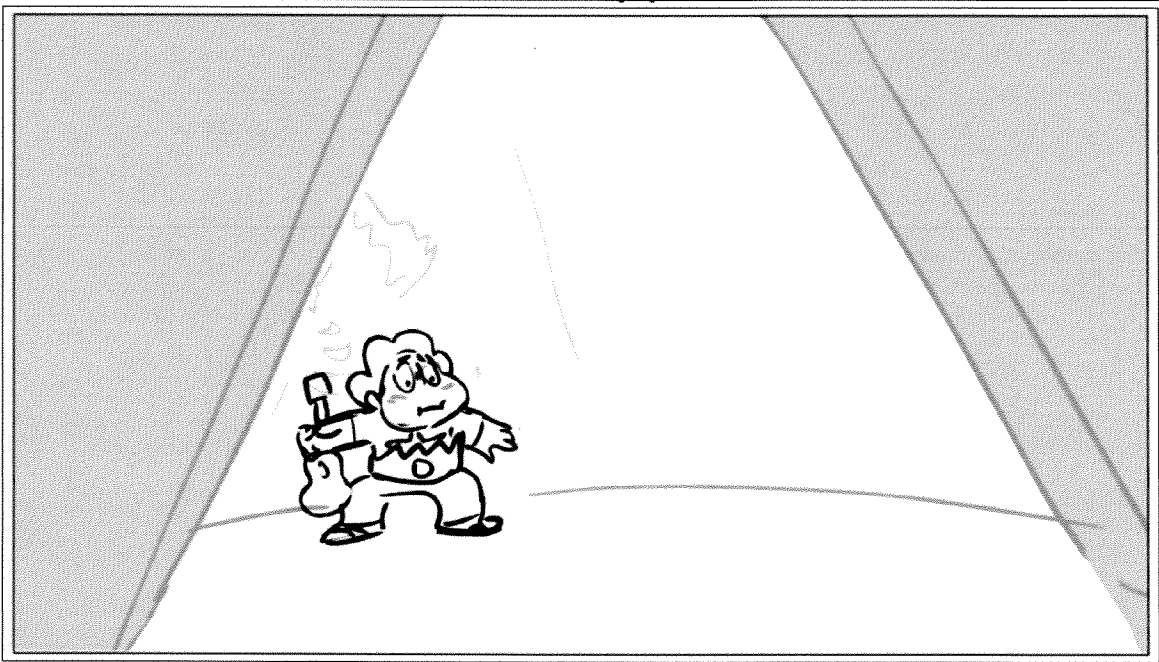
JUN 10 2013

1020-007

1020-007

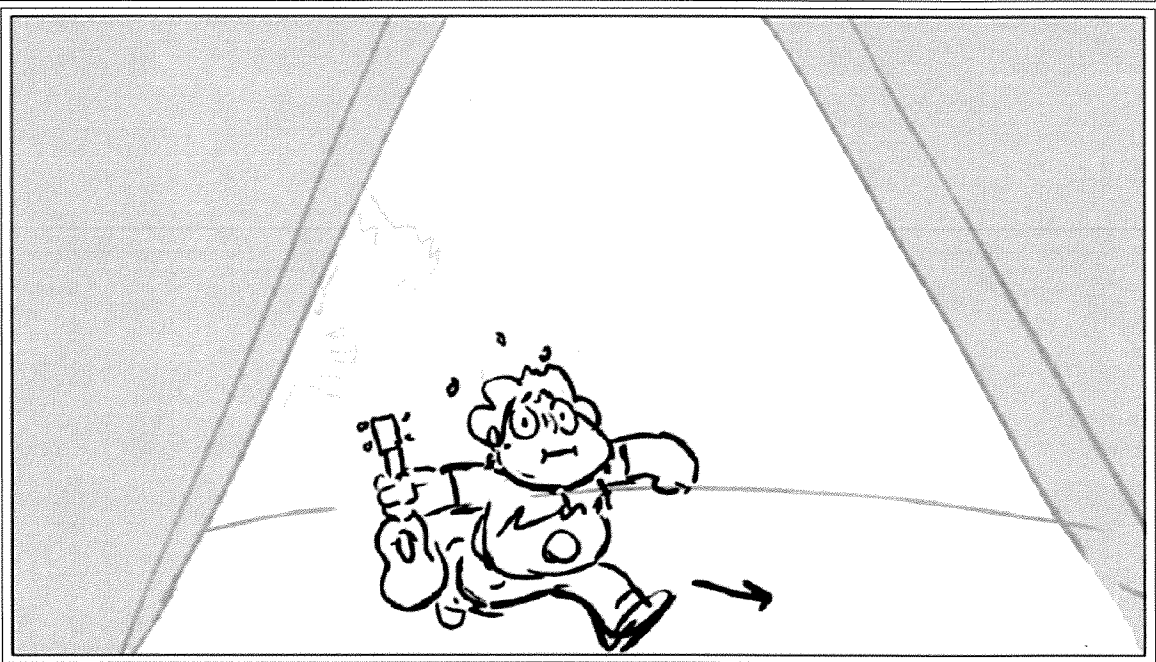
1020-007

Scene	Panel
137	5



Slugging
1.00

Scene	Panel
137	6



Slugging
1.06

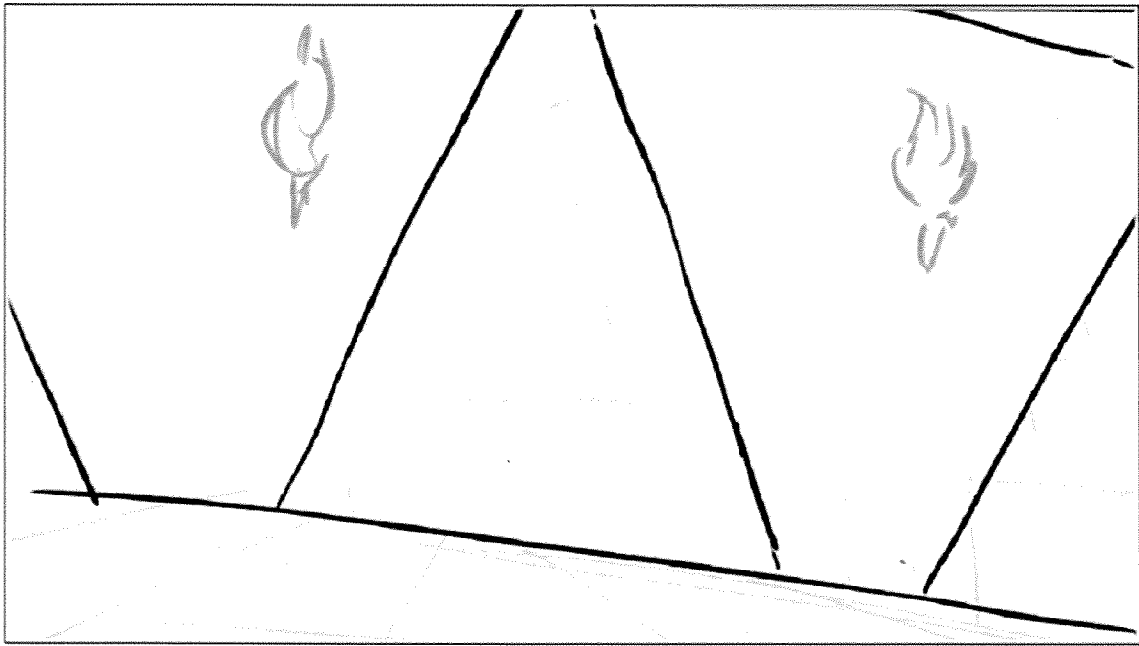
JUN 10 2015

1020-007

1020-007

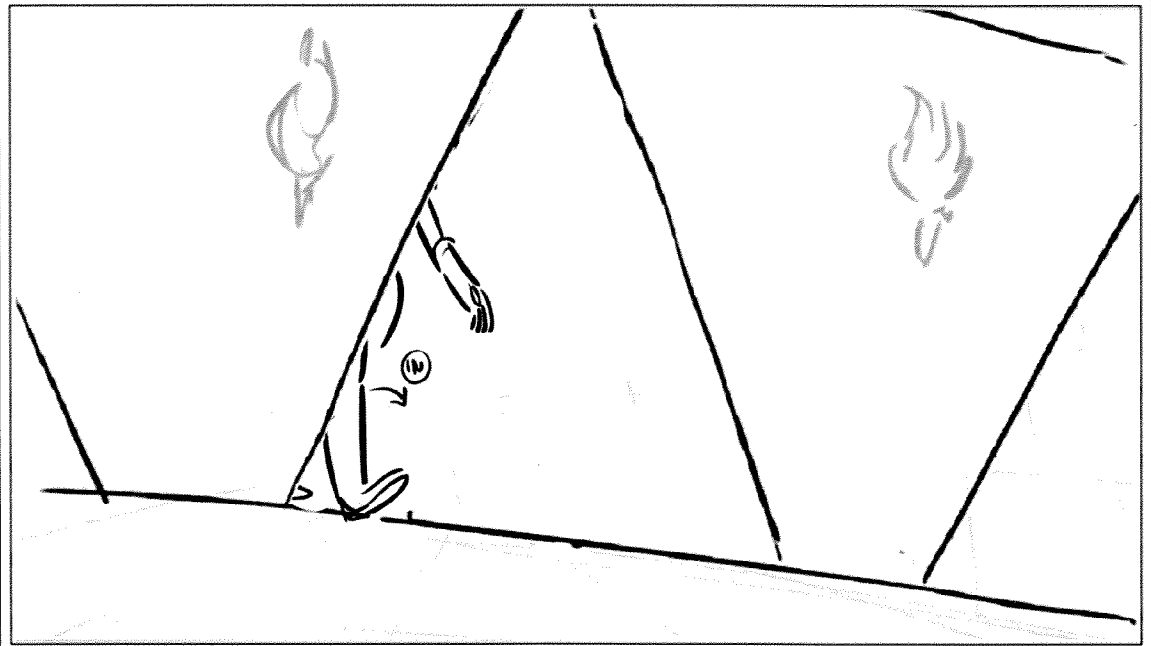
1020-007

Scene 138 Panel 1



Slugging
0.08

Scene 138 cont Panel 2



Slugging
Panels 2 + 3 = 0.08

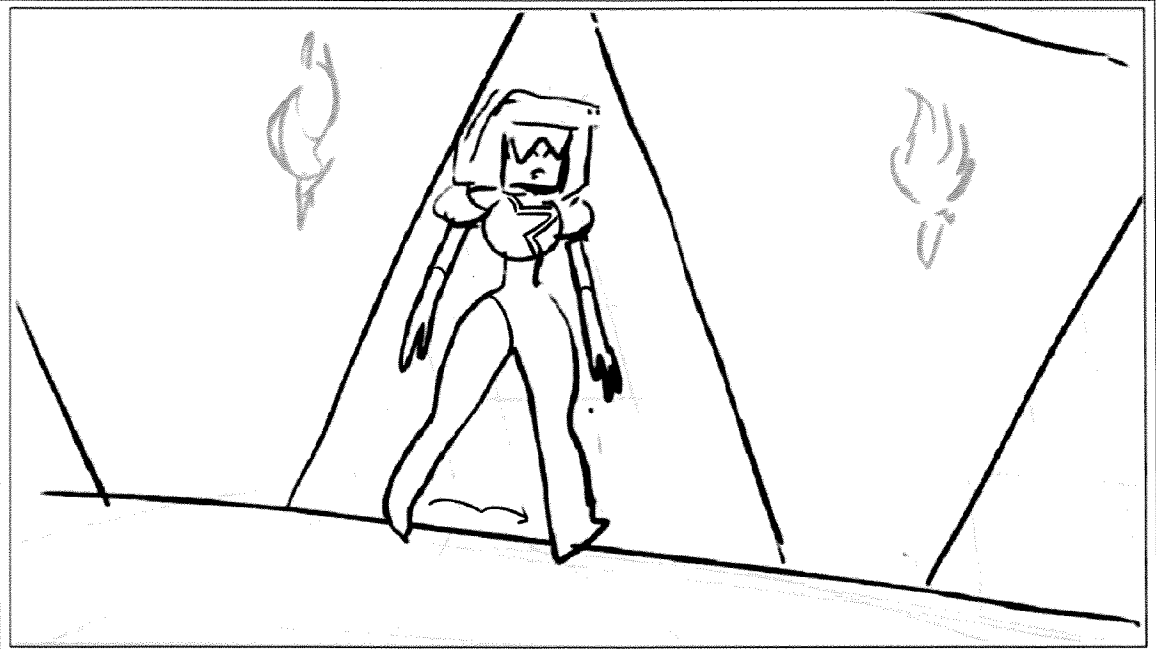
JUN 10 2013

1020-007

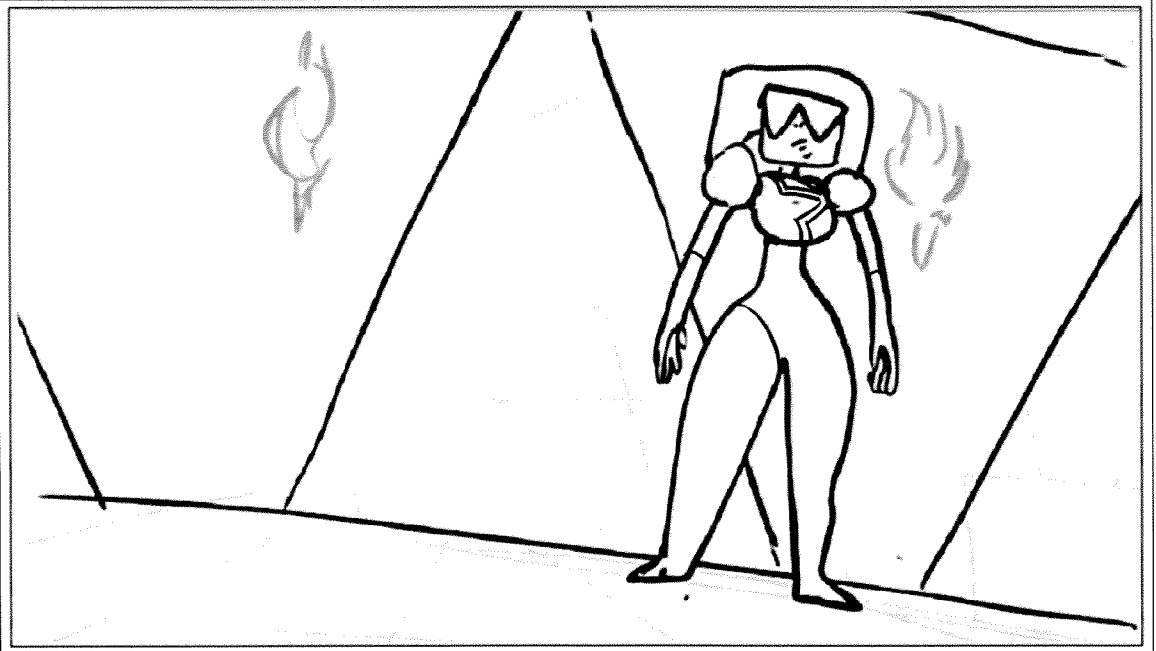
1020-007

1020-007

Scene 138 Panel 3
cont



Scene 138 Panel 4
cont



Slugging
0.08

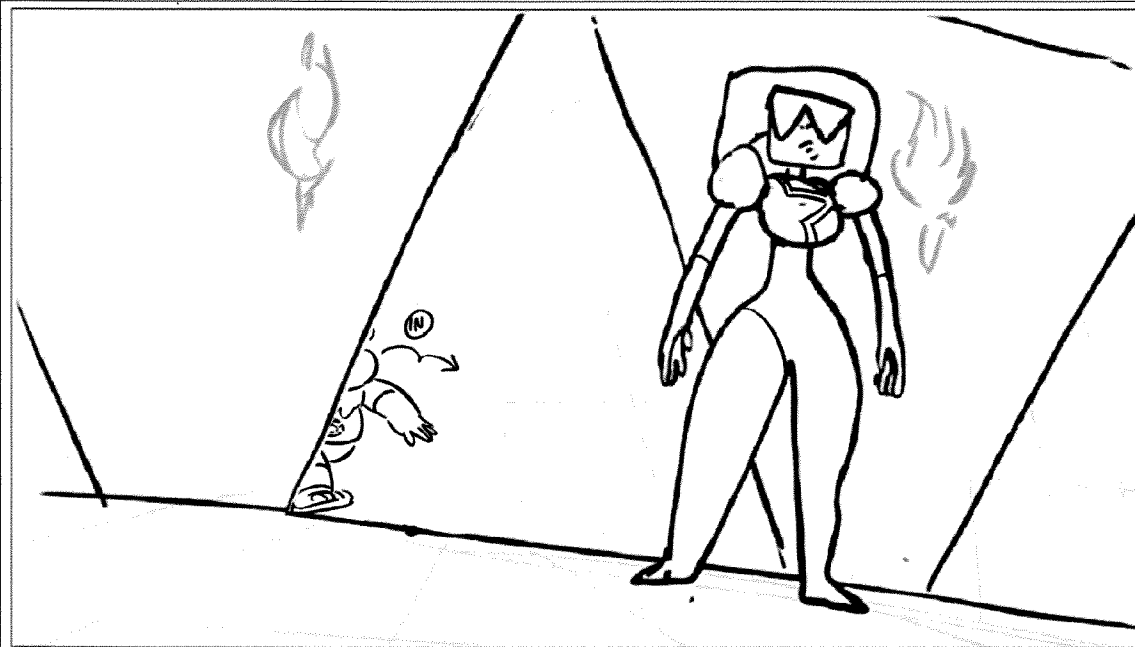
JUN 10 2013

1020-007

1020-007

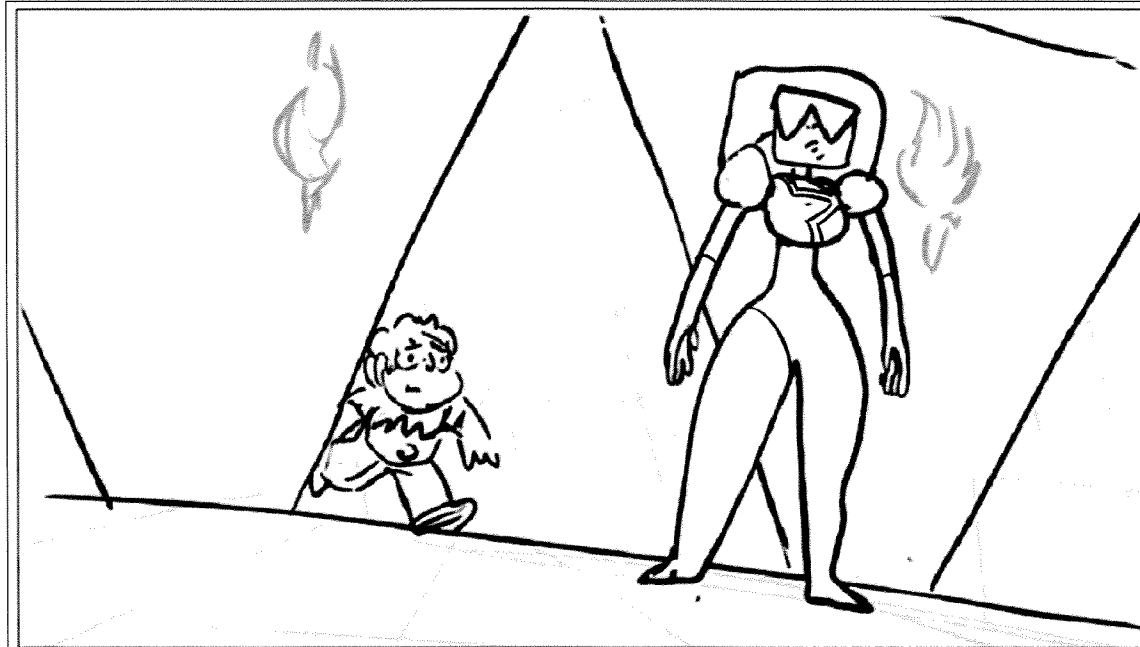
1020-007

Scene	Panel
138	5



Slugging
Panels 5 + 6 = 0.12

Scene	Panel
138	6



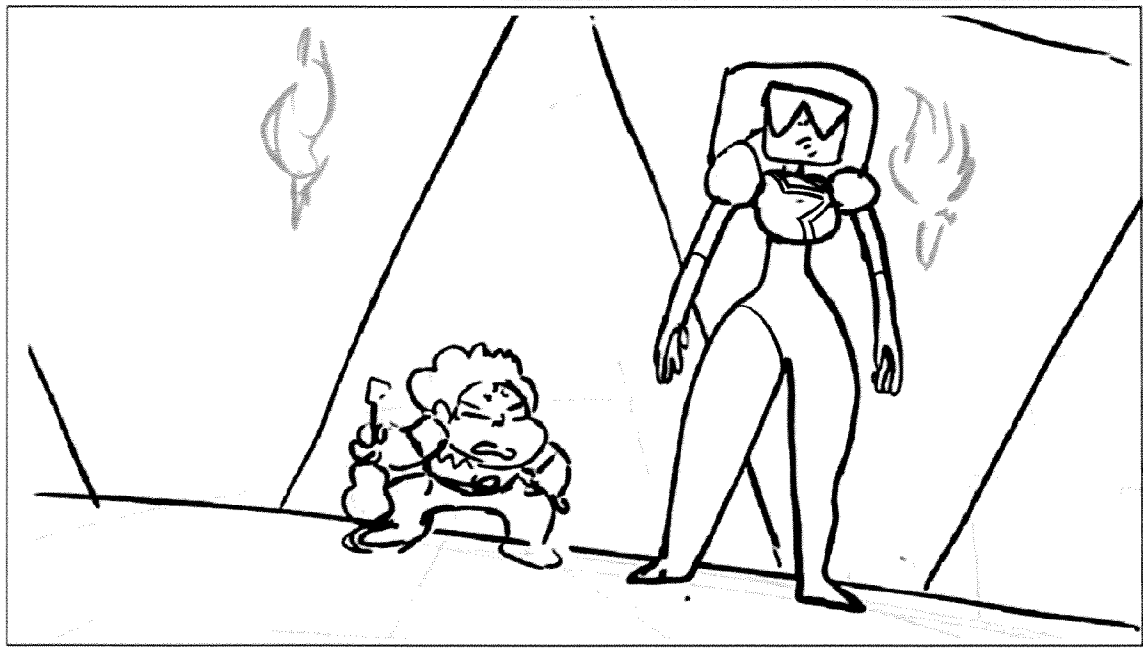
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
138	CONT 7



Slugging
1.07

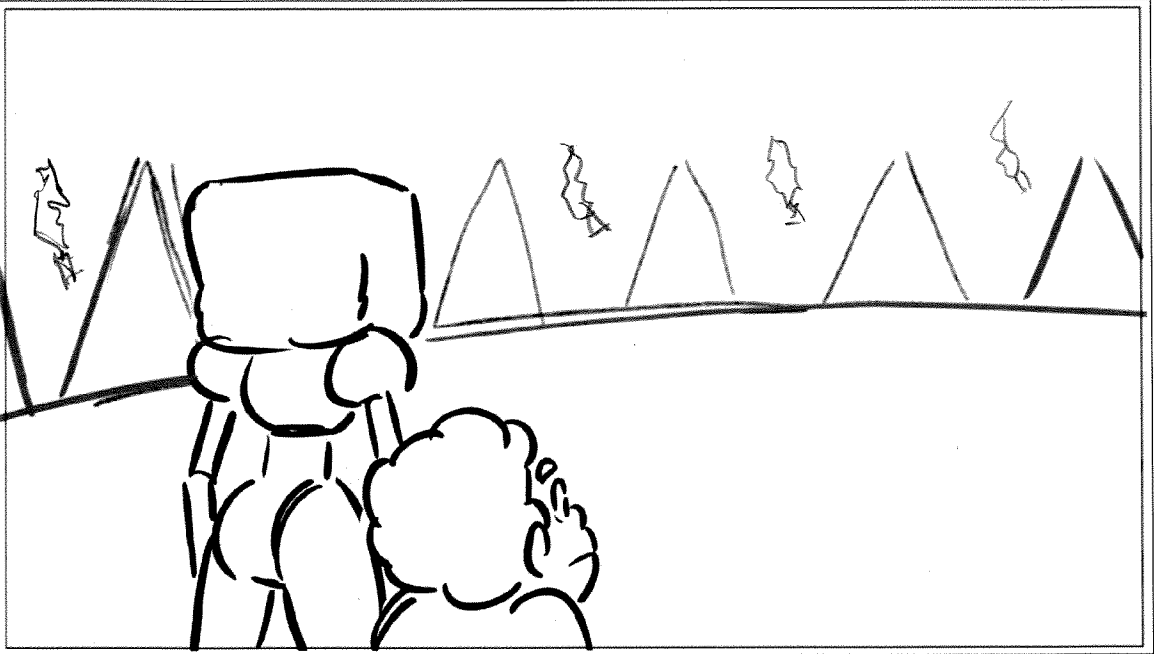
1020.007

1020.007

JUN 10 2013

1020.007

Scene	Panel
139	1



Slugging
0.09

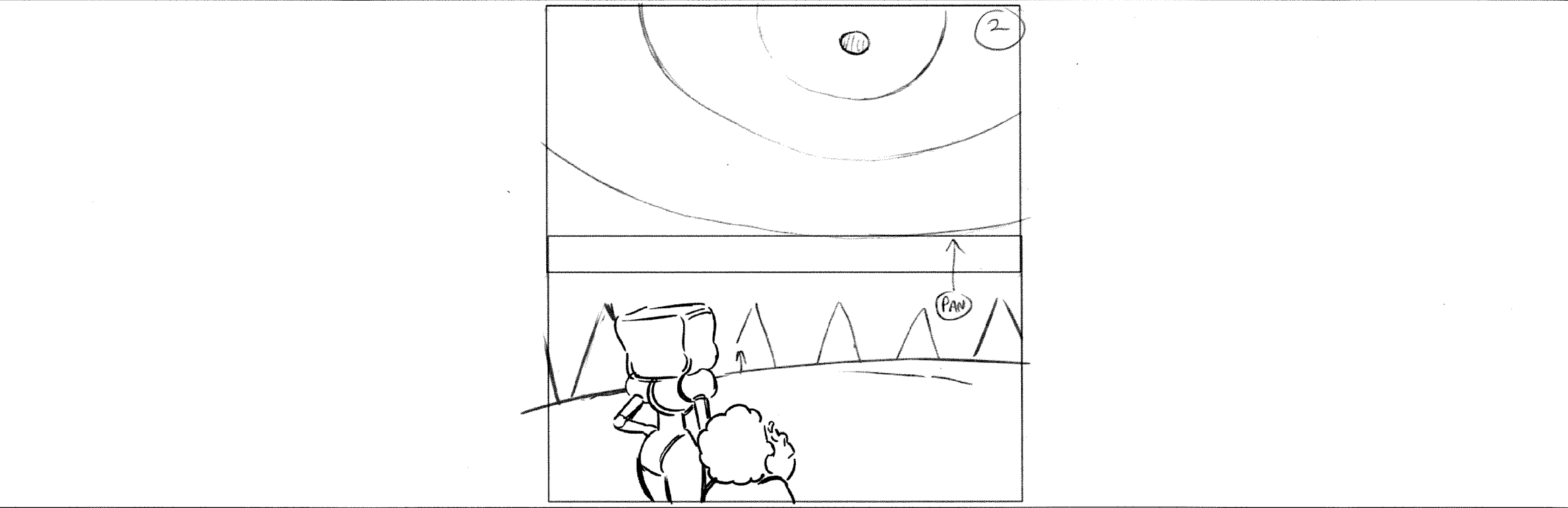
1020-007

1020-007

JUN 10 2013

1020-007

Scene	Panel	
	139	cont 2

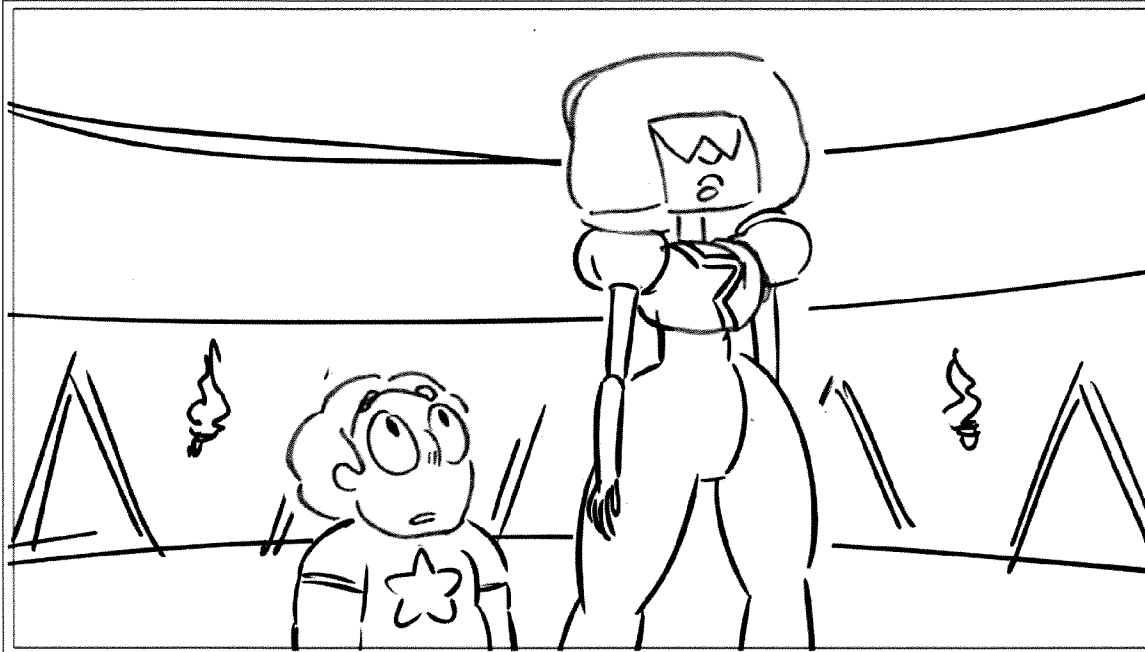


Slugging
ADJ: 2.03
Then HOLD: 1.11

Notes
H.U. Steven face expression to next scene.

JUN 10 2013

Scene	Panel
140	1

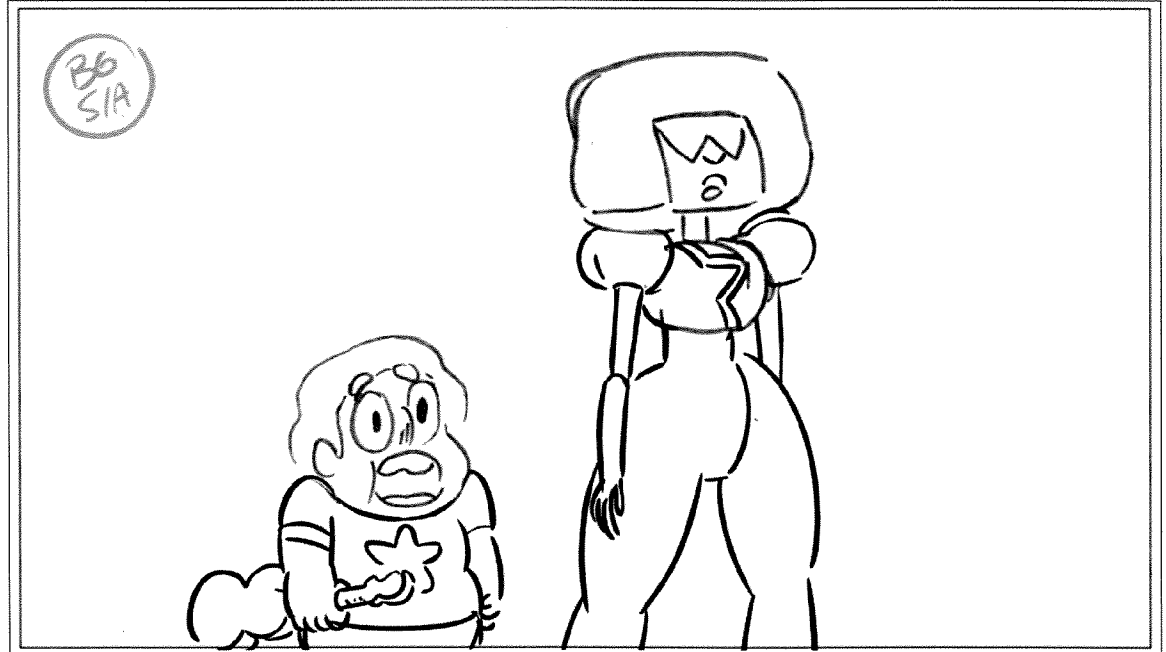


Dialog
GARNET: WE'RE BACK WHERE WE STARTED.

Slugging
2.12

Notes
H.U. Garnet pose to previous scene, left arm back.

Scene	Panel
140	2



Dialog
STEVEN: WHAATT??

Slugging
3.03

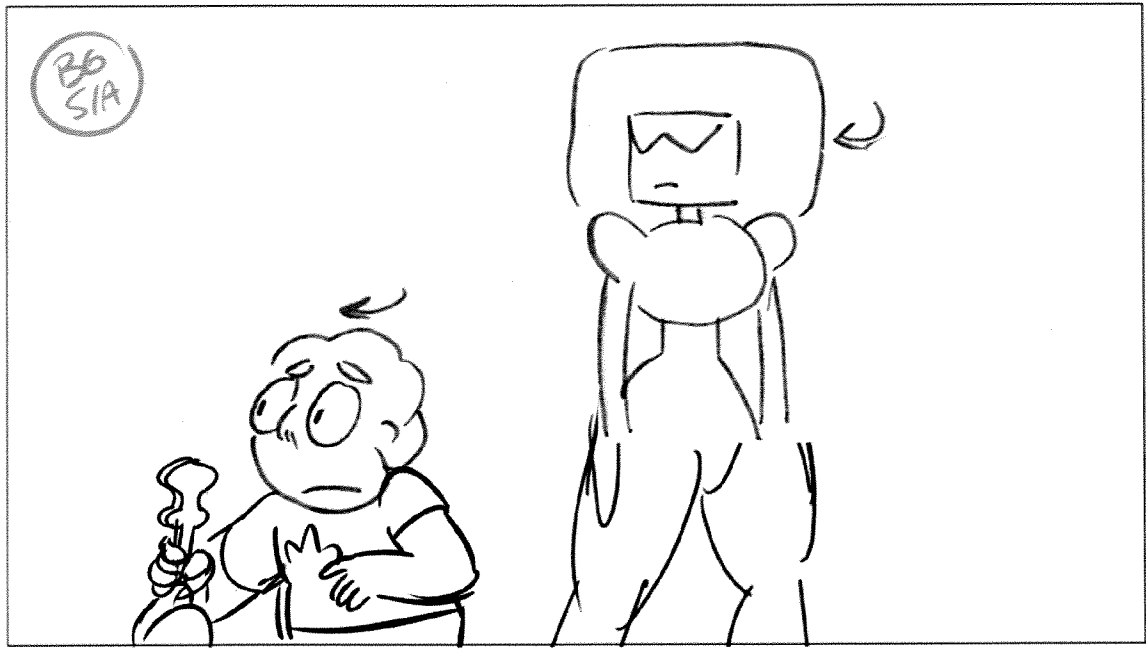
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
140	cont 3



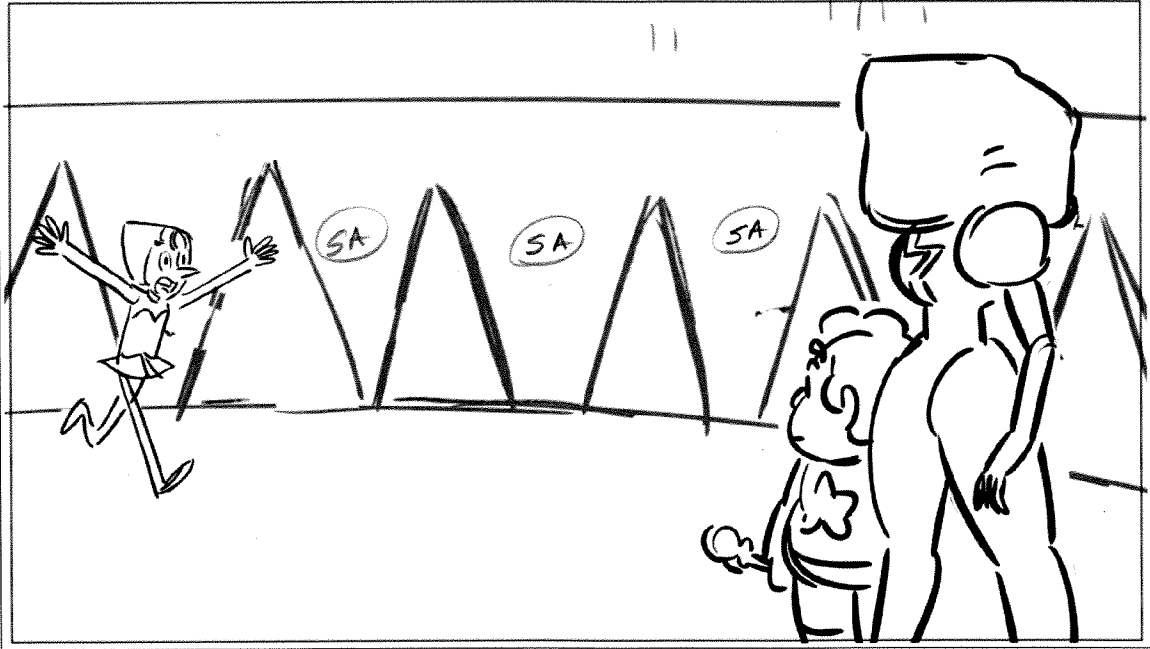
Dialog

PEARL: GARNET! THERE YOU ARE!

Slugging

2.09

Scene	Panel
141	1



Dialog

PEARL: THE DOORS AND ROOMS HERE MAKE NO SENSE!

Slugging

Panels 1 + 2 = 4.00

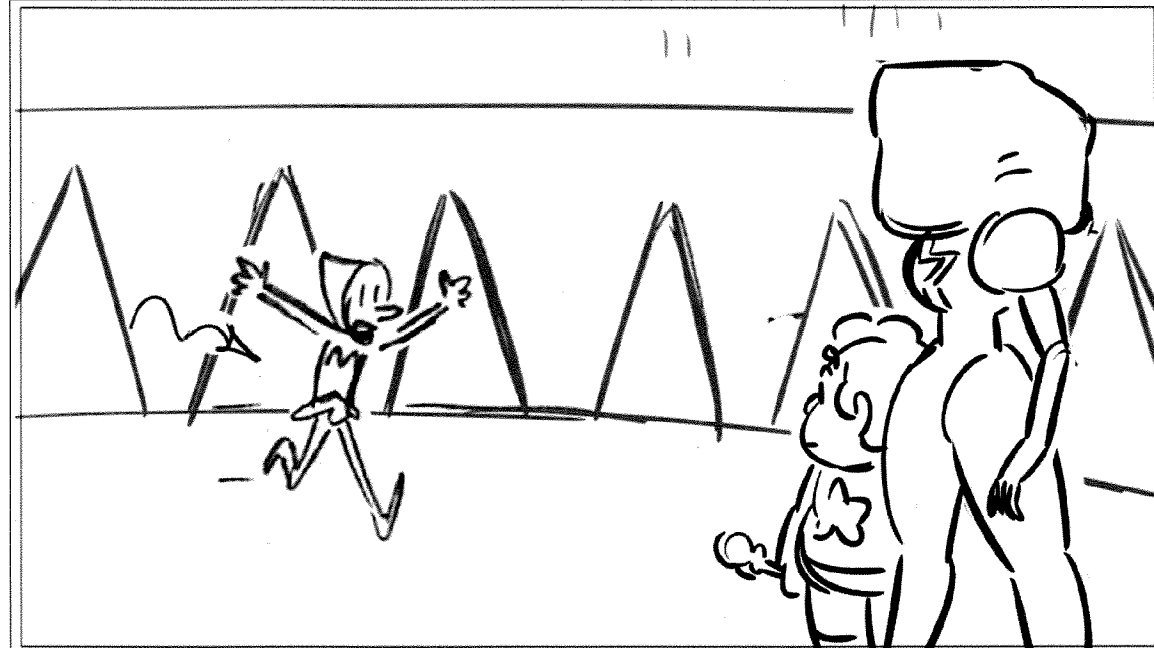
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
141	cont
	2



Dialog

PEARL: THE DOORS AND ROOMS HERE MAKE NO SENSE!



Scene	Panel
142	
	1



Dialog

PEARL: THEY ALL BRING YOU BACK HERE!!!

Slugging

3.12

JUN 10 2013

Notes

SP for Pearl before settling into this position.

1020.007

1020.007

1020-007

Scene 142 Panel 2
CONT

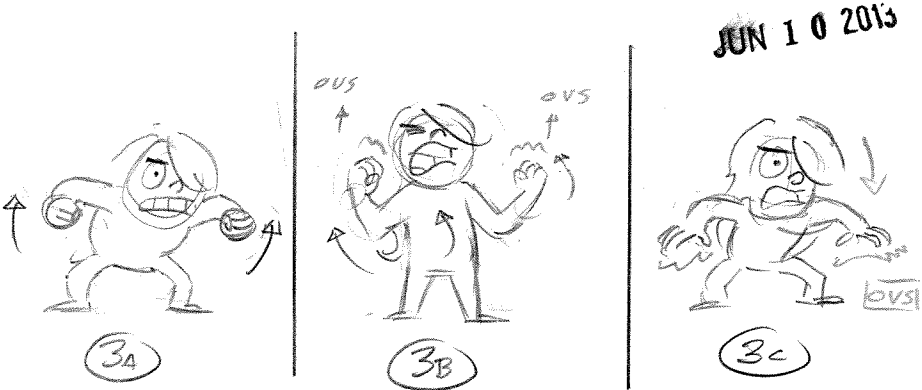


Slugging
Panels 2 + 3 =
ADJ: 0.08
Then HOLD: 2.12

Scene 142 Panel 3
CONT



Dialog
AMETHYST: RRGH!!!



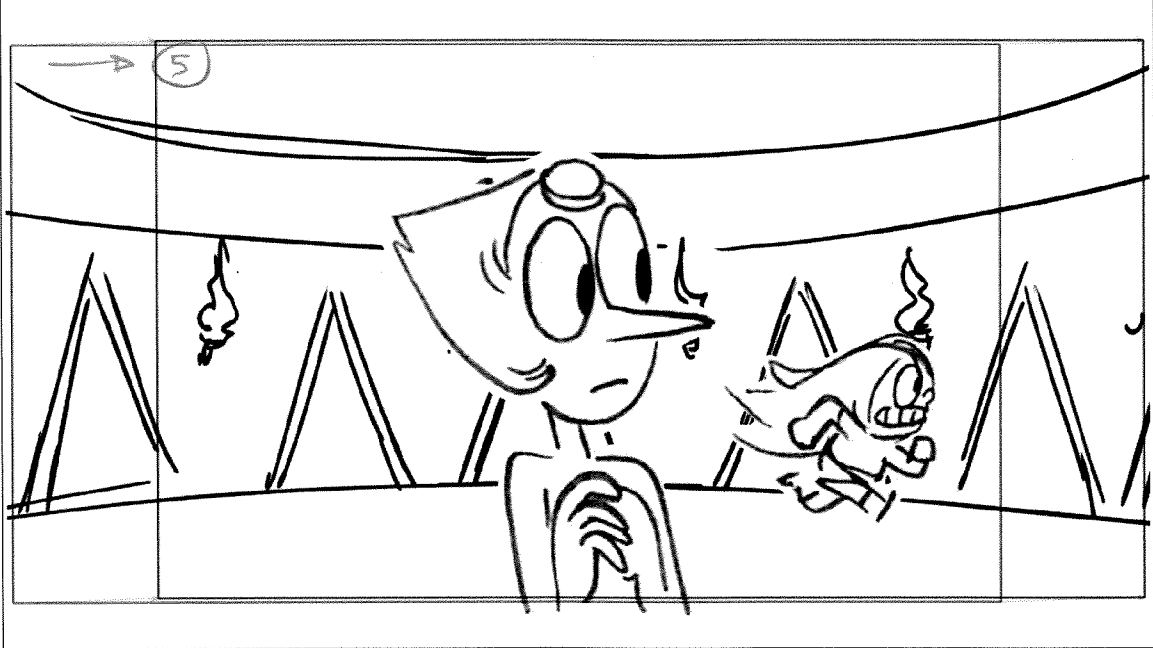
Scene 142 Panel 4
CONT



Dialog
AMETHYST: GET ME OUTTA HERE!

Slugging
3.07

Scene 142 Panel 5
CONT



Slugging
ADJ: 0.06
Then HOLD: 0.15

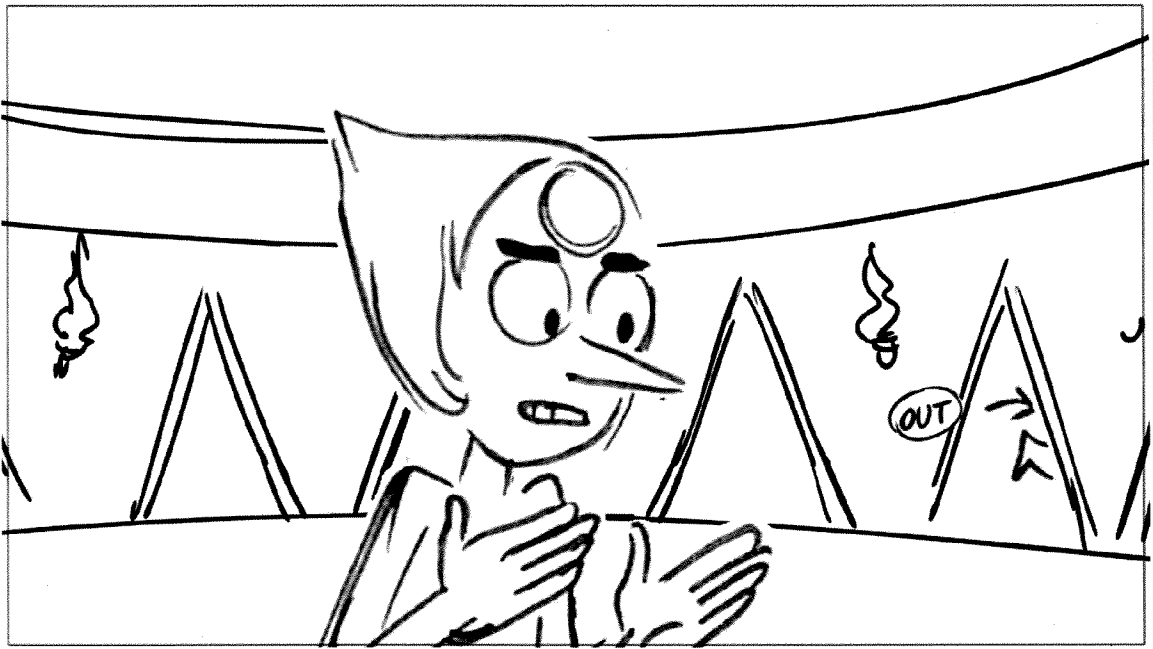
JUN 10 2013

1020-007

1020-007

1020-007

Scene 142 Panel 6



Dialog
PEARL: THERE ARE 16 DOORS AND WE ENTERED FROM THE NORTH EAST

Slugging
4.14

Scene 142 Panel 7



Dialog
PEARL: AND WENT THROUGH 3 CONSECUTIVE ROOMS IN A STRAIGHT LINE.

Slugging
4.13
JUN 10 2013

Scene	Panel
142	cont 8



Slugging
0.13



8A
AMETHYST
STEP OUT
OF DOOR

Scene	Panel
143	1



Dialog
AMETHYST: <STRUGGLING TO PULL TRAP OFF HEAD>

Slugging
Panels 1 + 2 = 1.03

JUN 10 2013

Notes
H.U. pose to previous scene.

Scene	Panel
143	CONT 2



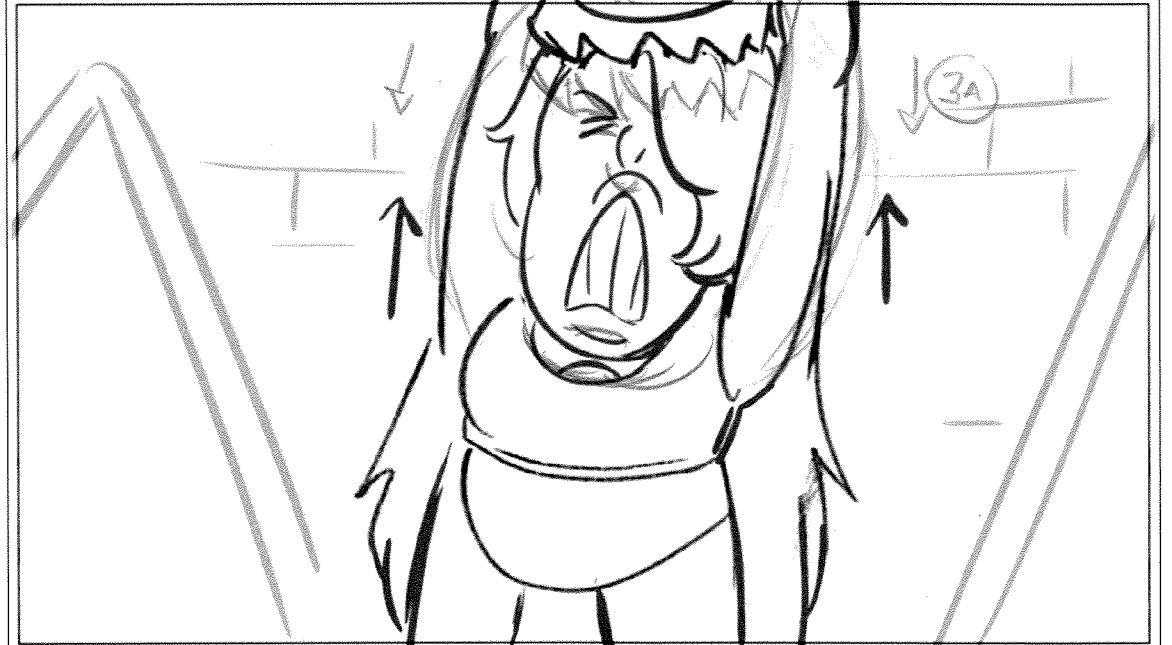
Dialog

AMETHYST: <STRUGGLING TO PULL TRAP OFF HEAD>

Notes

H.U. pose to previous scene.

Scene	Panel
143	CONT 3



Dialog

AMETHYST: <STRUGGLING TO PULL TRAP OFF HEAD>

Slugging

2.01

JUN 10 2013

Notes

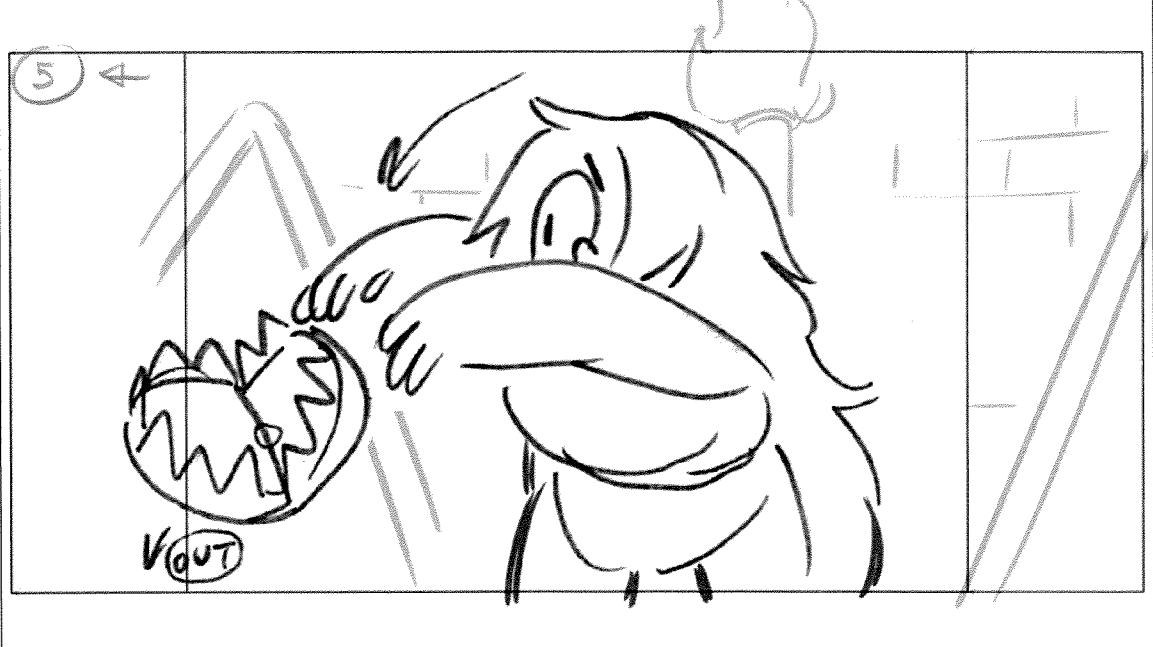
REFERENCE SPECIAL POSE

Scene 143 *cont* Panel 4



Slugging
0.15

Scene 143 *cont* Panel 5



Slugging
ADJ: 0.06

JUN 10 2013

1020-007

1020-007

1020-007



Slugging
Panels 1 + 2 = 1.01



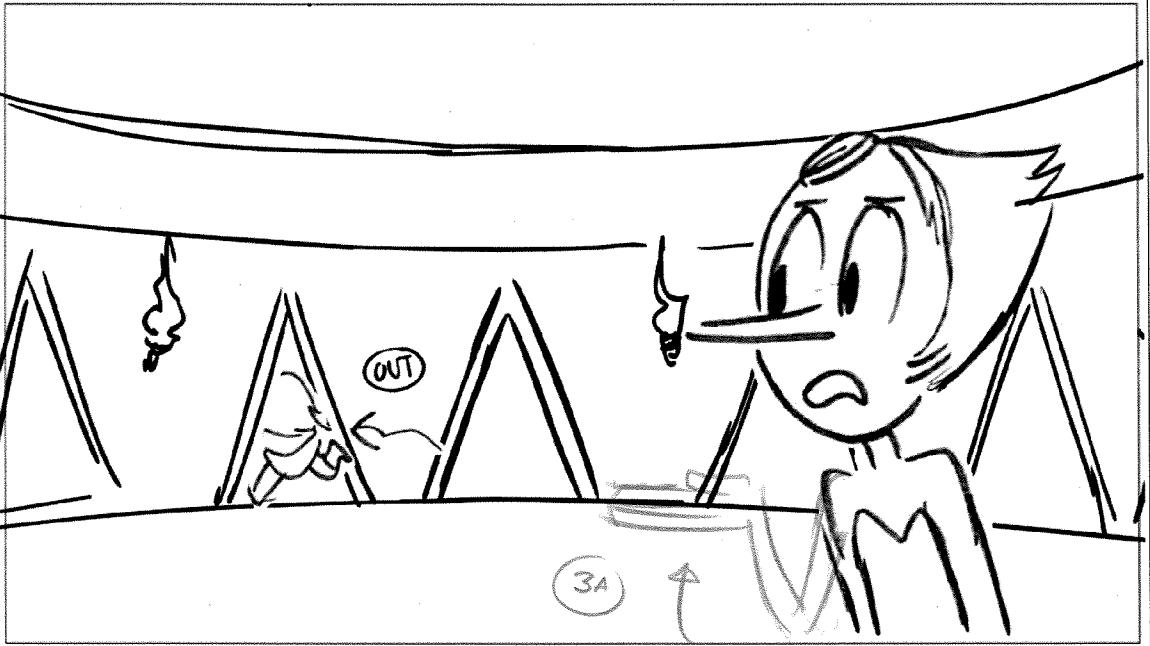
JUN 10 2013

1020-007

1020-007

1020-007

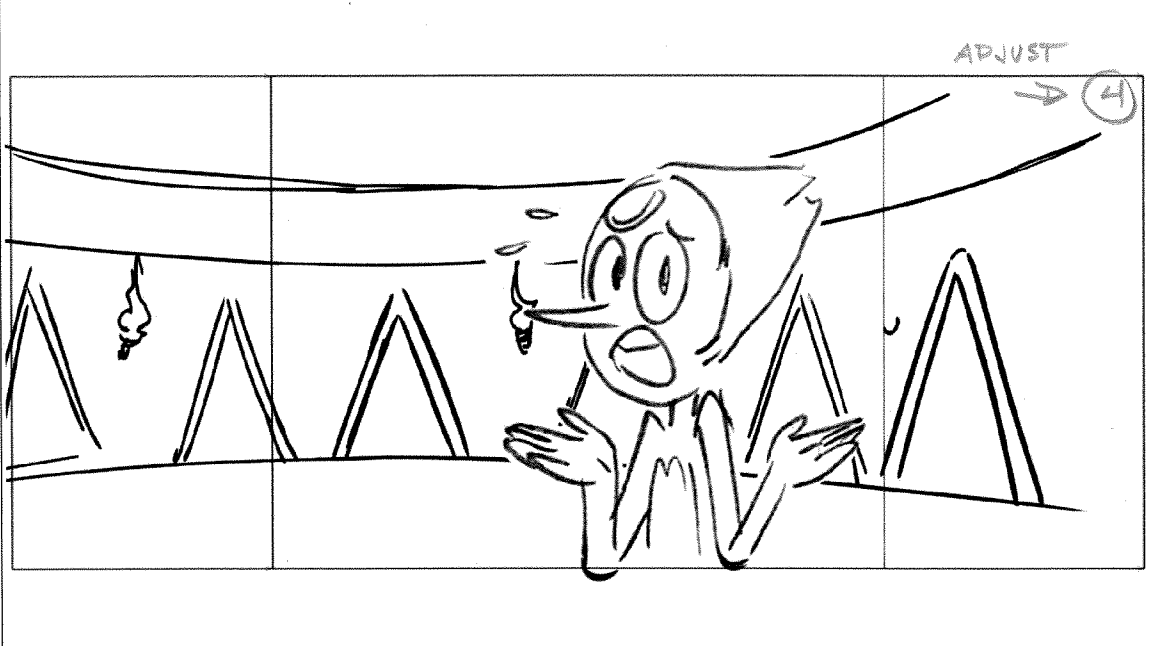
Scene 144 Panel 3
CONT



Dialog
PEARL: BUT ARRIVED BACK HERE OUT THE SOUTHERNMOST DOOR,

Slugging
4.08

Scene 144 Panel 4
CONT



Dialog
PEARL: WHICH CAN ONLY MEAN — WELL I DON'T KNOW WHAT IT MEANS, I —

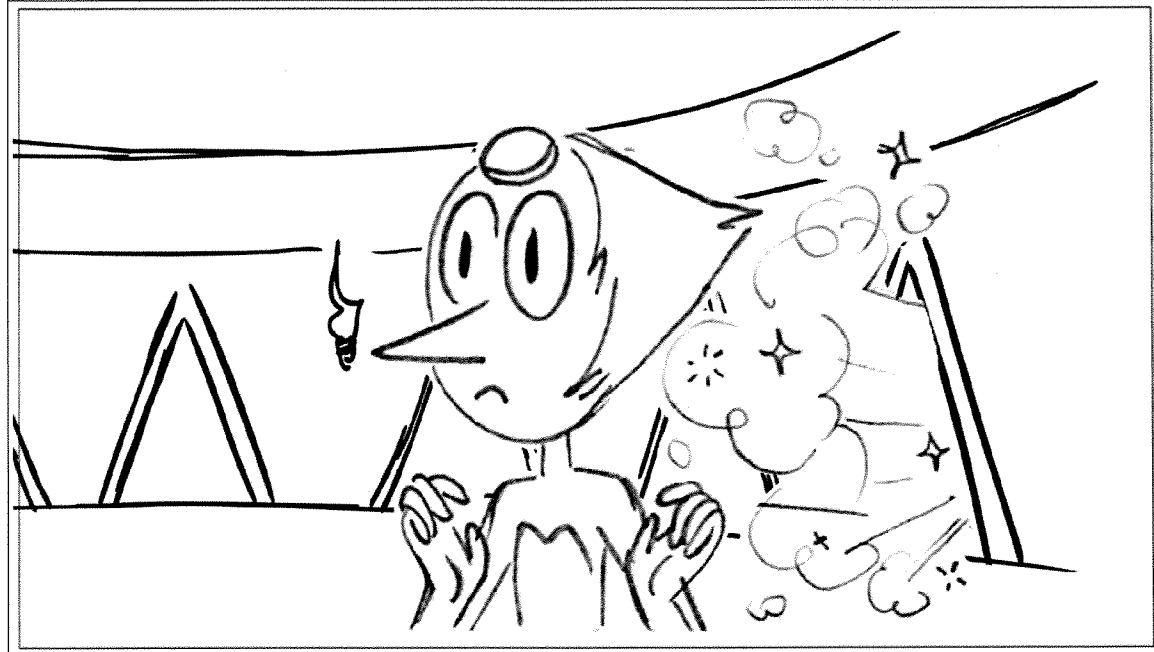
Slugging
ADJ: 0.06
Then HOLD: 6.03

JUN 10 2013

1020-007

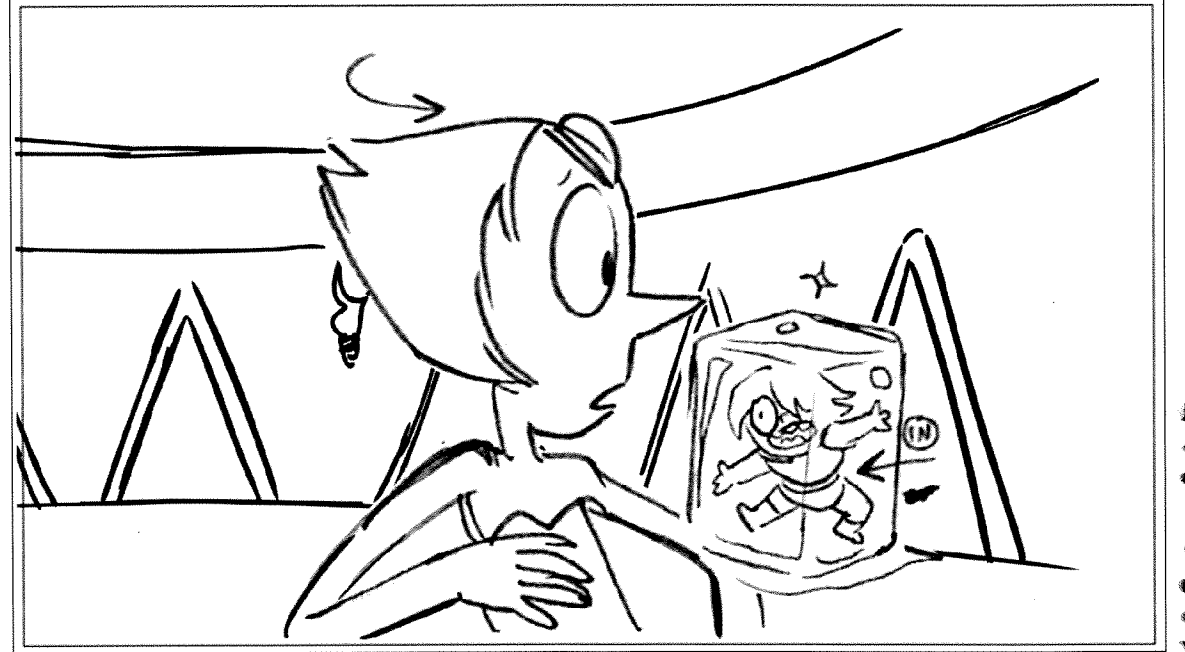
1020-007

Scene	Panel
144	5



Slugging
0.12

Scene	Panel
144	6



Slugging
0.04

Notes

Amethyst emerges frozen in a block of ice.

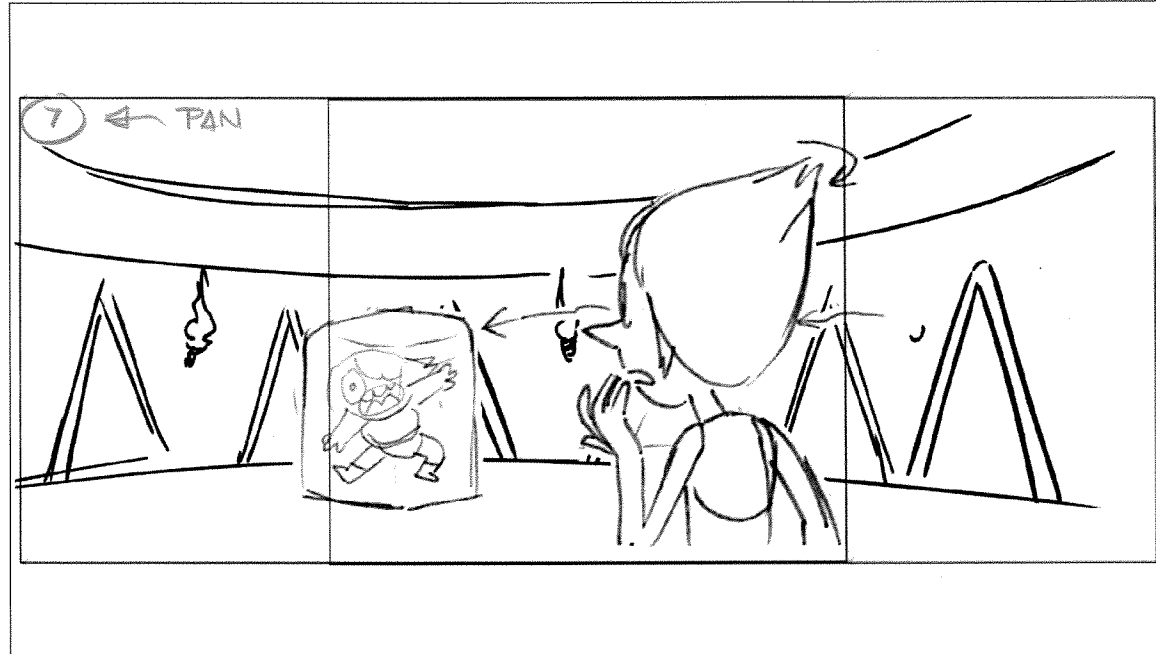
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
144	CONT 7



Slugging
2.06
ADJ with Amethyst then HOLD.

Scene	Panel
144	CONT 8

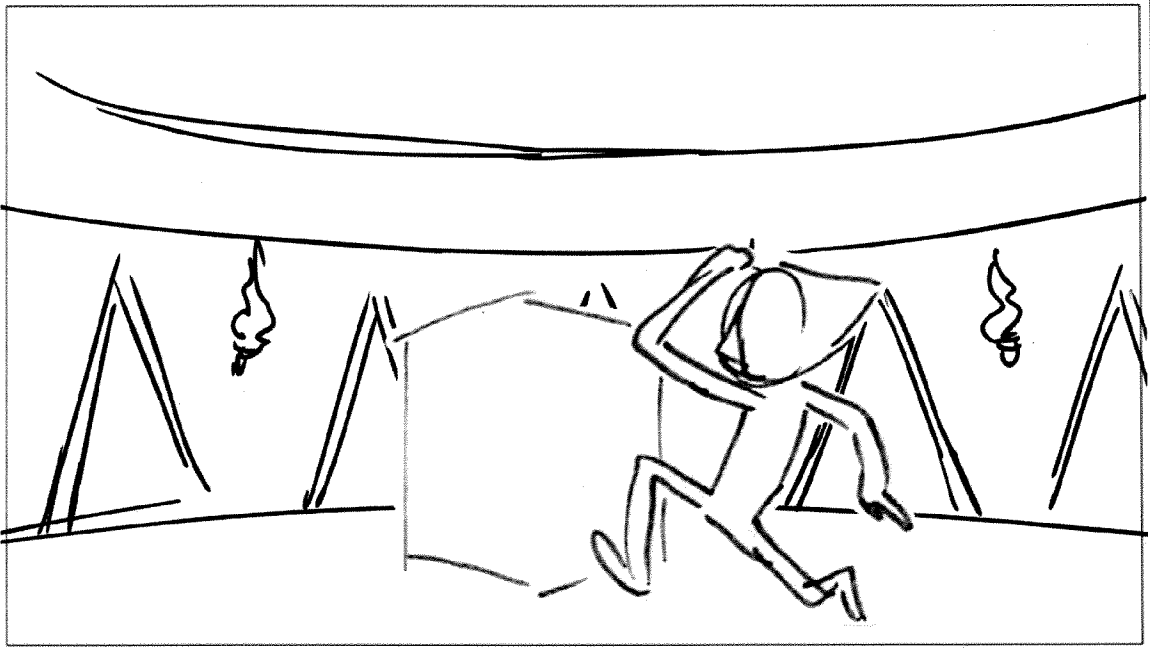


Dialog
PEARL: THIS IS A DEATH TRAP!!!!

Slugging
2.14

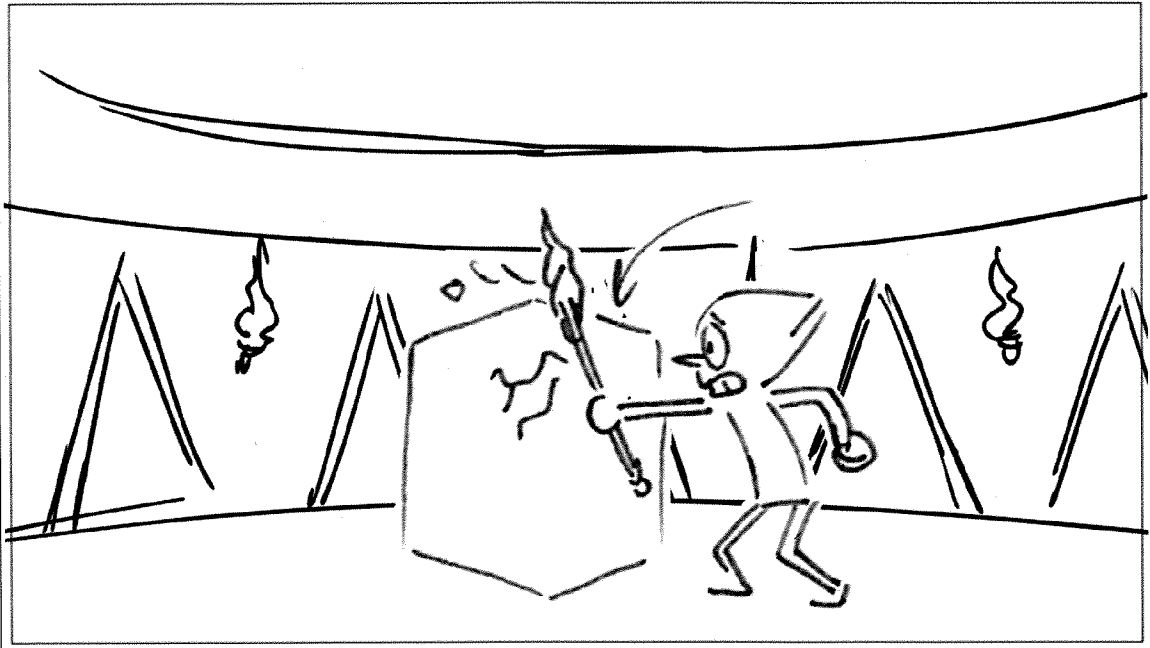
JUN 10 2013

Scene 144 Panel 9



Slugging
0.07

Scene 144 Panel 10



Dialog
PEARL: AUGH!

Slugging
1.07

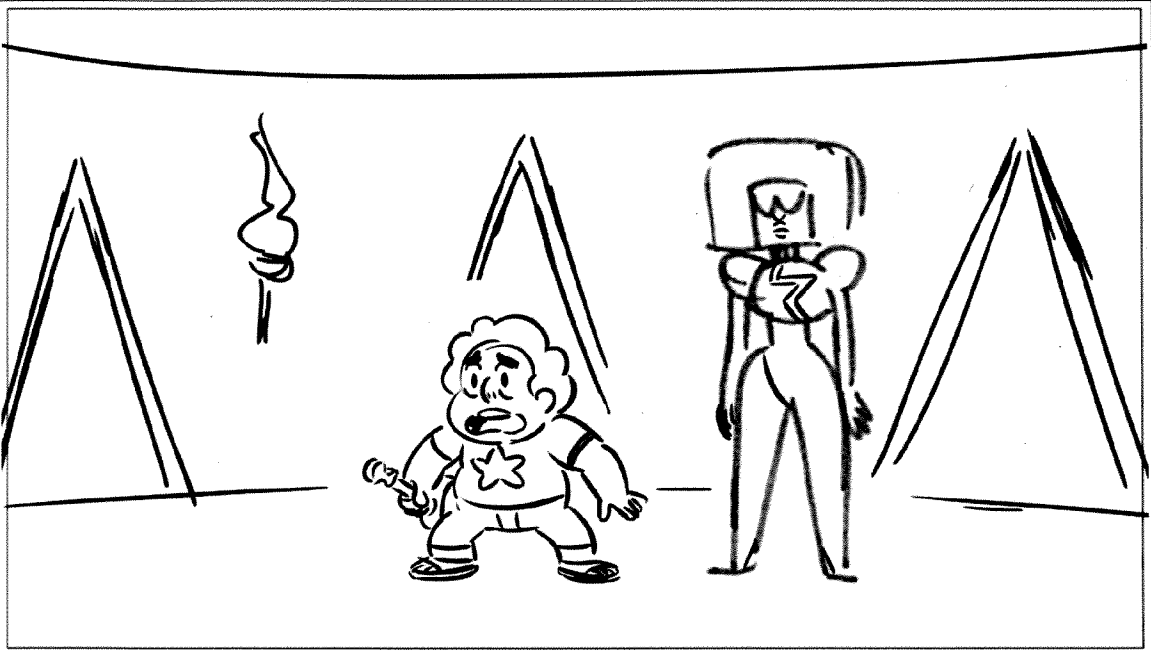
JUN 10 2013

1020.007

1020.007

1020-007

Scene	Panel
145	1



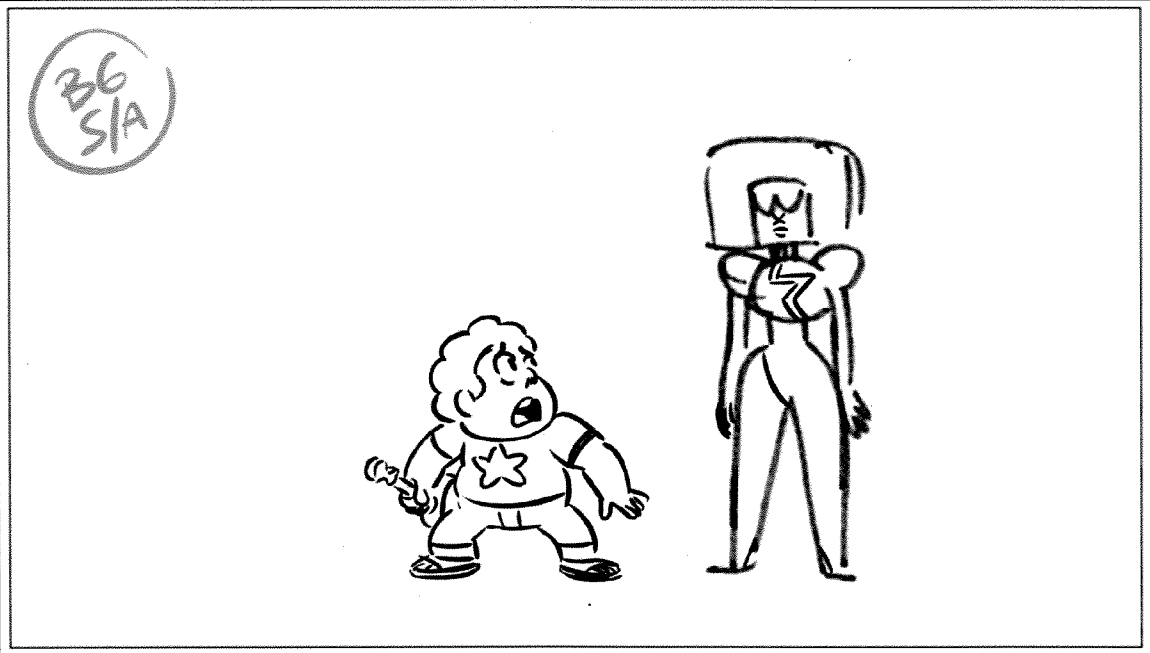
Dialog

STEVEN: (*HORRIFIED) WHAT...

Slugging

1.03

Scene	Panel
145	2



Dialog

STEVEN: WHAT DO WE DO?

Slugging

2.11

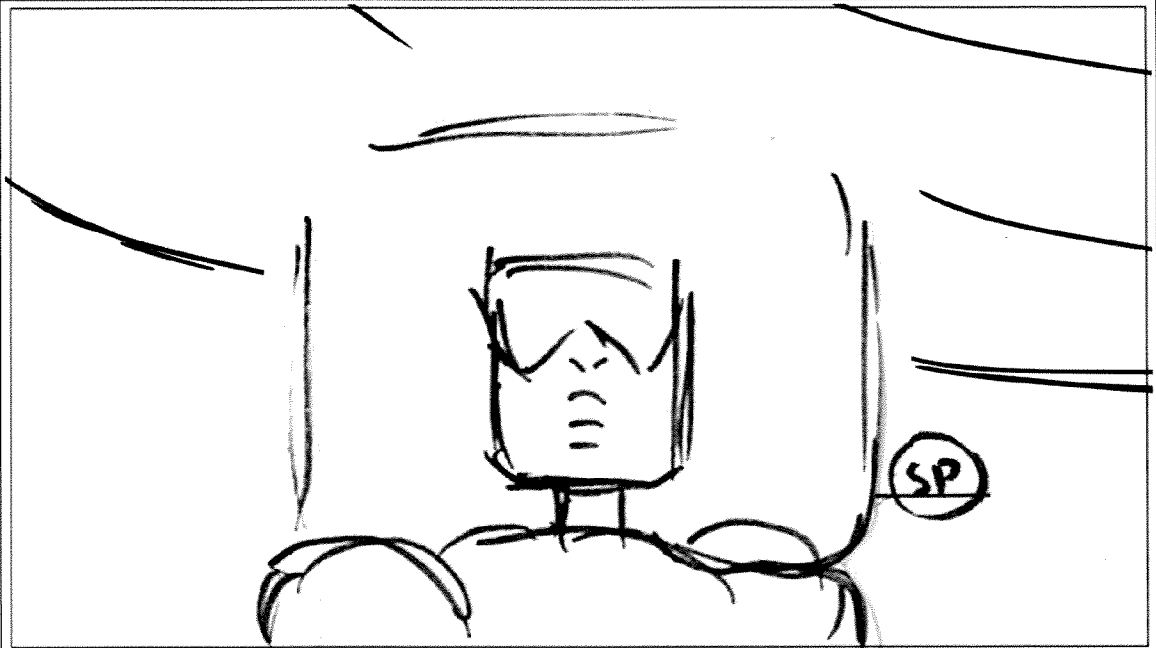
JUN 10 2013

1020-007

1020-007

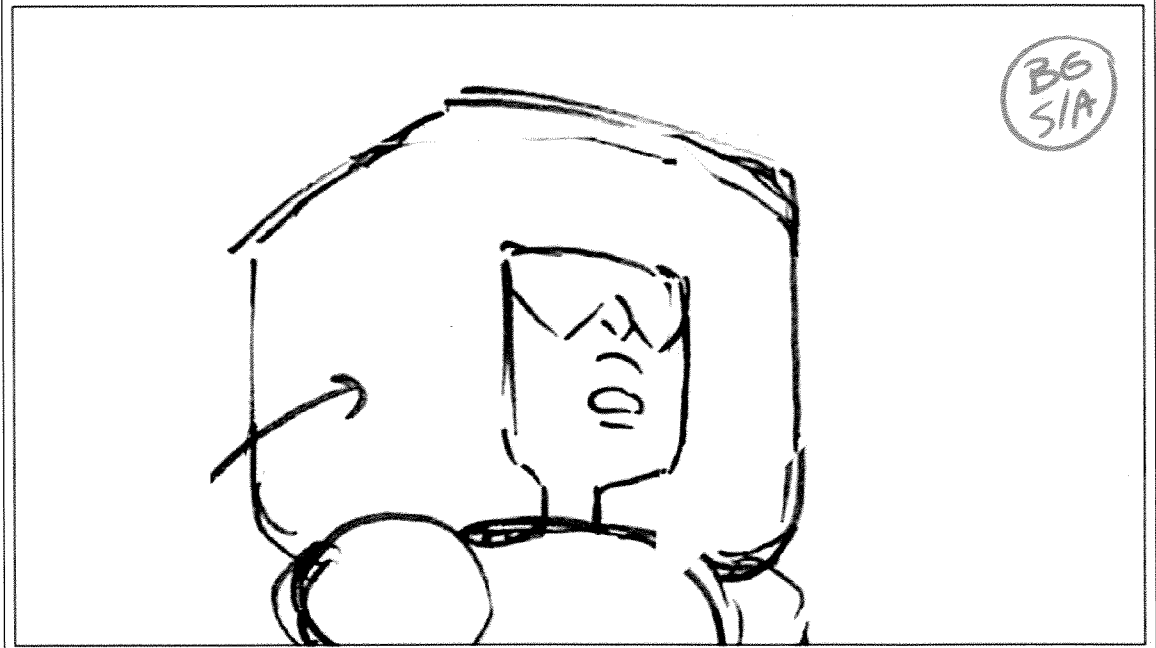
1020-007

Scene	Panel
146	1



Slugging
0.04

Scene	Panel
146	2



Dialog
GARNET: WE GO BACK IN

Slugging
2.01

Notes
Crossing the line?

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
147	1



Dialog
GARNET: AGAIN

Slugging
1.10

Scene	Panel
147	2



Dialog
GARNET: AGAIN

Slugging
1.11

JUN 10 2013

Scene 147 Panel 3
CONT



Dialog
GARNET: AGAIN

Slugging
2.00

Scene 147 Panel 4
CONT



Dialog
GARNET: AGAIN

Slugging
1.15
JUN 10 2013

1020-007

1020-007

1020-007

Scene 147 *CONT* Panel 5



Slugging
0.13

Scene 147 *CONT* Panel 6



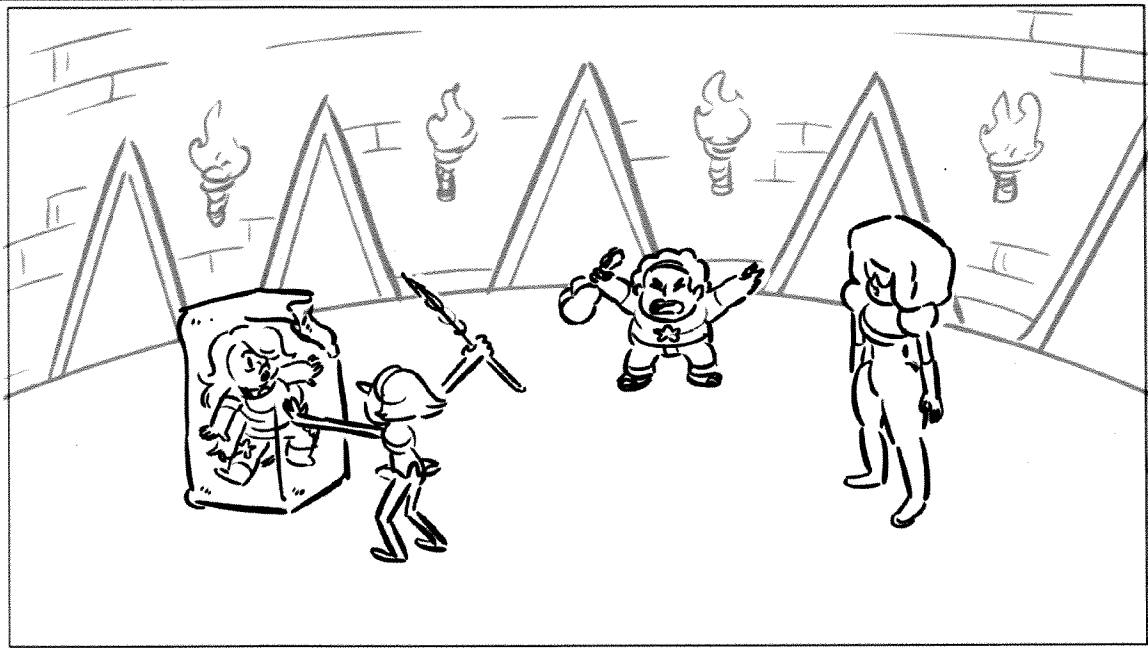
Slugging
0.11

JUN 10 2013

1020-007

1020-007

Scene 148 Panel 1

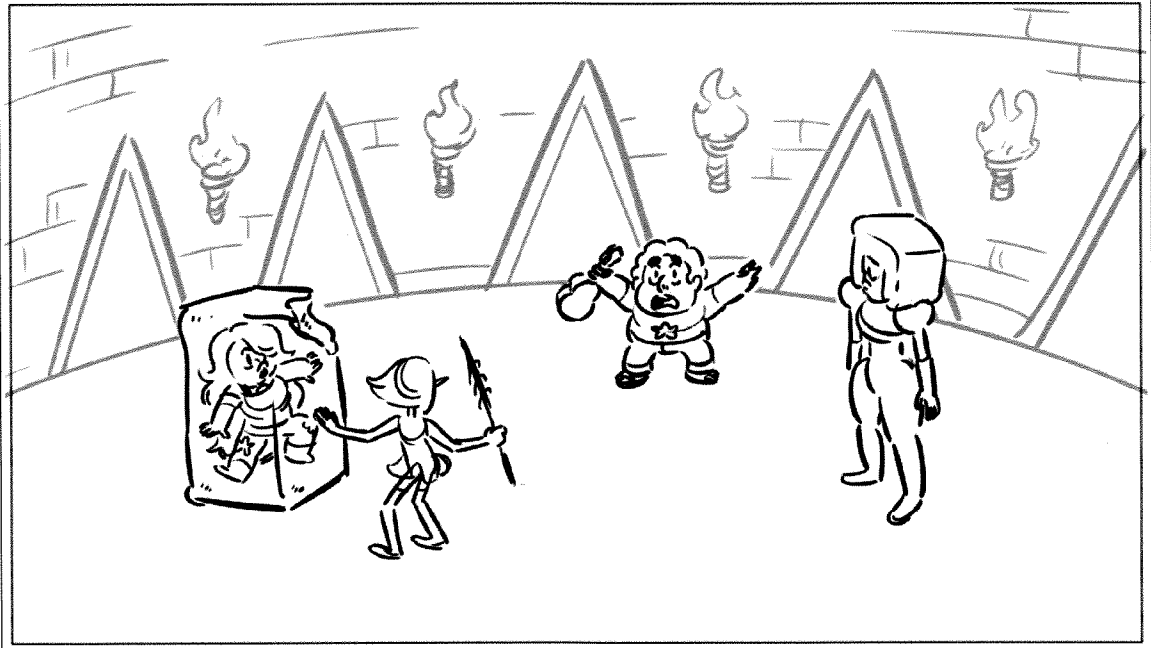


Dialog
STEVEN: I CAN'T!

Slugging
1.14

Notes
H.U Steven's expression to previous

Scene 148 Panel 2



Dialog
STEVEN: YOU GUYS, I AM FREAKING OUT

Slugging
4.05

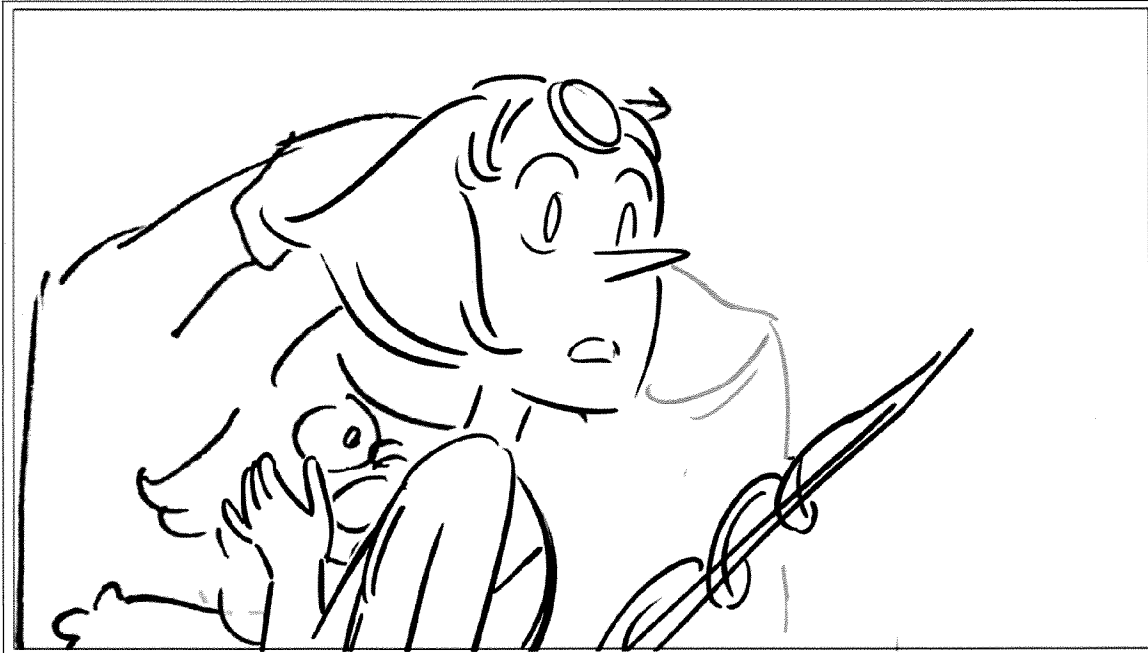
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
149	1



Dialog
PEARL: STEVEN -

Slugging
Panels 1 + 2 = 1.14

Scene	Panel
149	cont 2



Dialog
PEARL: STEVEN -

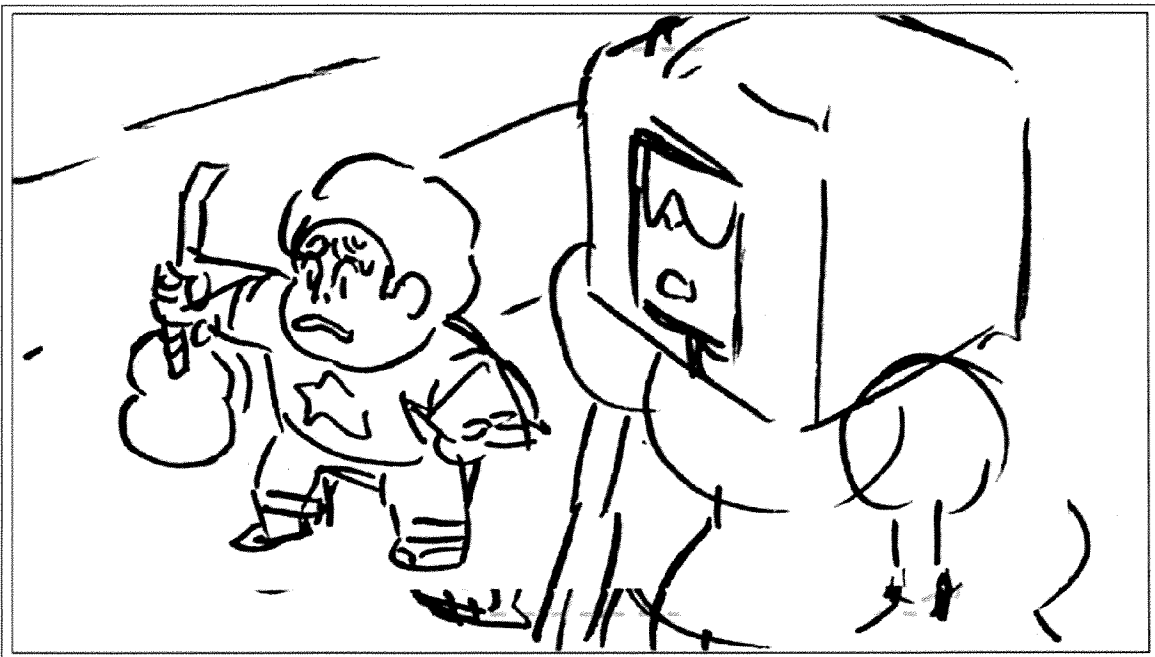
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
150	1



Slugging
0.08

Scene	Panel
150	cont



Dialog
GARNET: IT'S OK.

Slugging
1.15

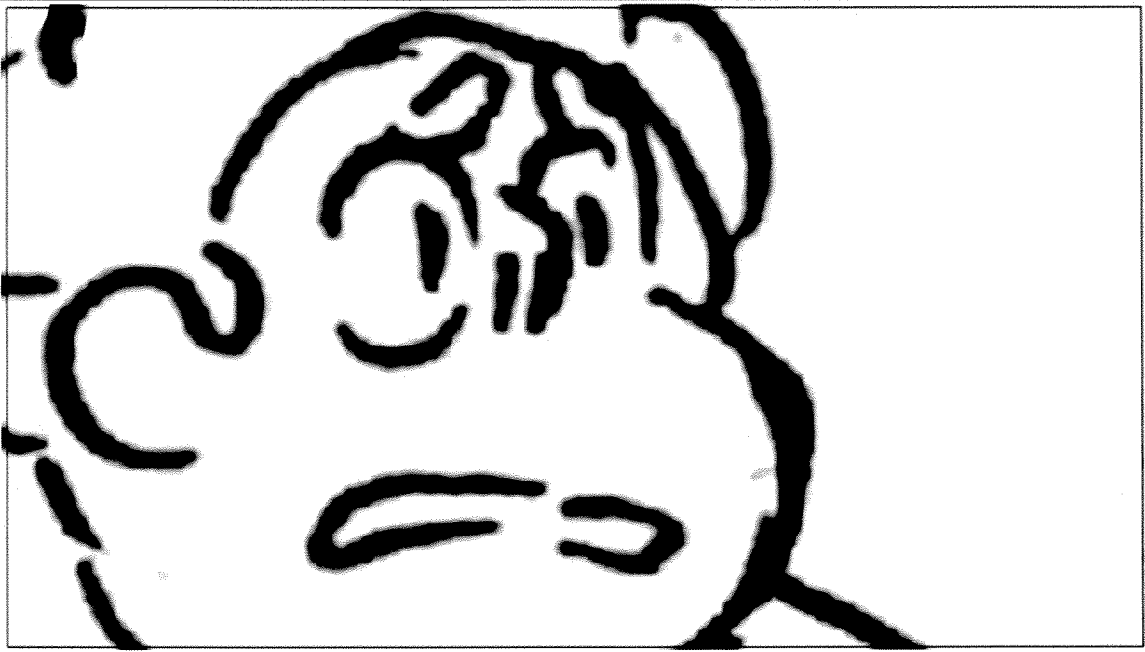
JUN 10 2013

1020-007

1020-007

1020-007

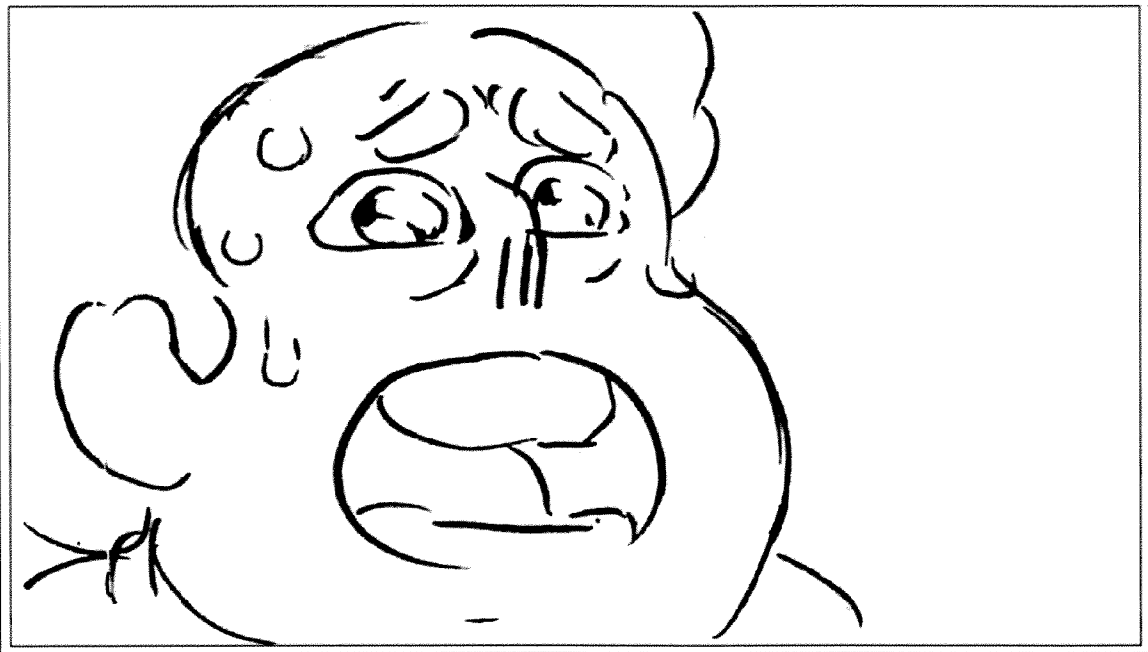
Scene	Panel
151	1



Slugging
Panels 1 + 2 = 3.09

Notes
H.U.

Scene	Panel
151	2



Dialog
STEVEN: NO - NO IT'S NOT -

JUN 10 2013

1020-007

1020-007

Scene	Panel
151	cont 3



Dialog
STEVEN: YOU WERE ALL RIGHT ABOUT...

Slugging
1.14

Scene	Panel
151	cont 4



Dialog
STEVEN: ...ME...

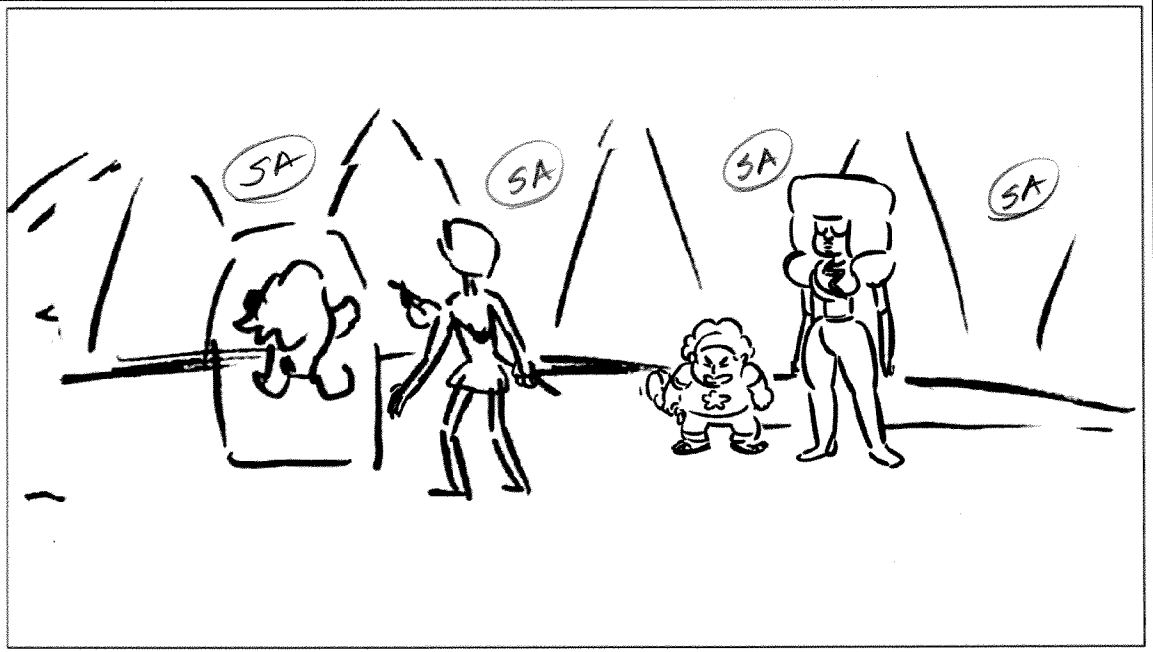
Slugging
1.05

JUN 10 2013

1020-007

1020-007

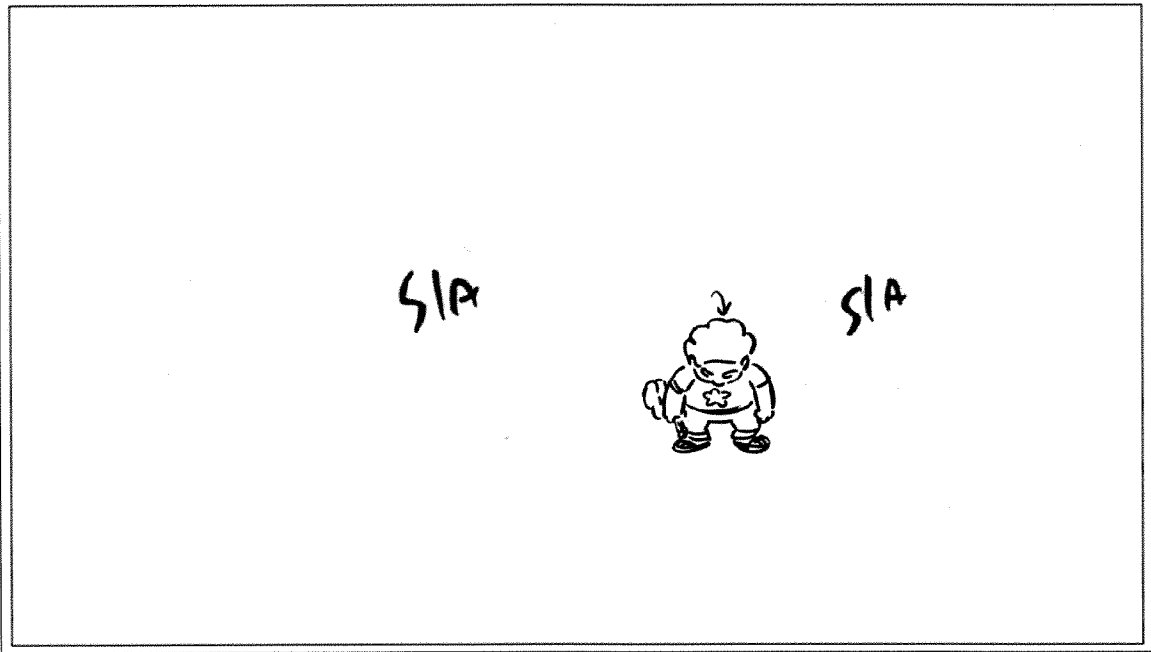
Scene 152 Panel 1



Dialog
STEVEN: I WANTED TO DO THIS SO BAD...

Slugging
3.01

Scene 152 Panel 2



Slugging
0.11

JUN 10 2013

1020-007

1020-007

Scene	Panel
153	1



Dialog

STEVEN: ...BUT NOW I FEEL LIKE...

Slugging

1.09

Scene	Panel
153	2



Dialog

STEVEN: ...I'M GONNA THROW...

Slugging

1.01

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
153	cont 3

Dialog
STEVEN: ...UP

Slugging
1.07

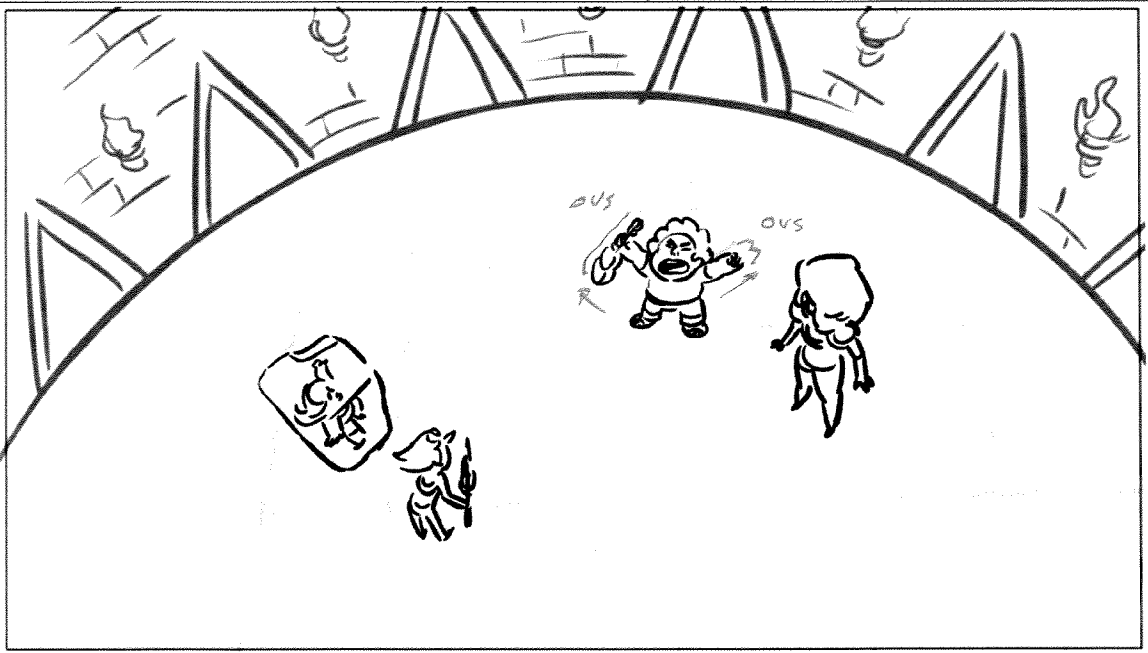
Scene	Panel
154	1

Dialog
STEVEN: THIS IS

Slugging
Panels 1 + 2 = 4.05

Notes
Need Steven H.U. to previous scene.

Scene	Panel
154	2



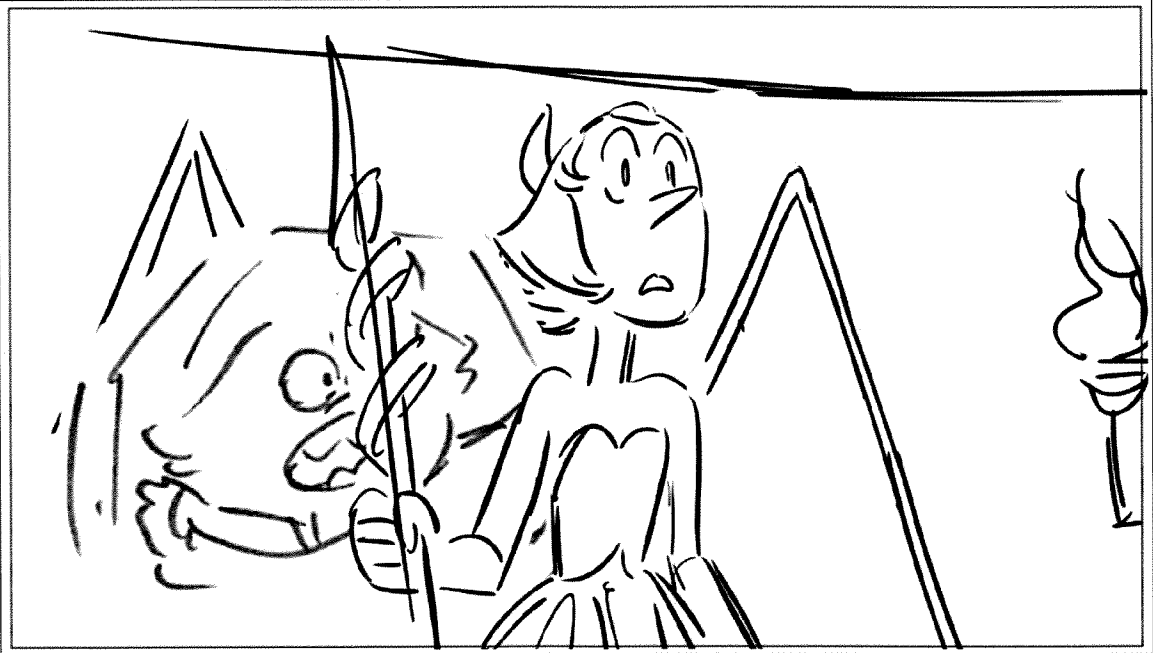
Dialog

STEVEN: JUST LIKE THE TEACUPS

Notes

Need Steven H.U. to previous scene.

Scene	Panel
155	1



Dialog

PEARL: OH STEVEN!

Slugging

Panels 1 + 2 = 3.06

JUN 10 2013

1020-007

1020-007

Scene	Panel
155	2



Dialog
PEARL: I DIDN'T REALLY MEAN THAT.

Scene	Panel
156	1



Dialog
STEVEN: WAIT!!!!

Slugging
2.05

JUN 10 2013

Scene 156 Panel 2
cont



Dialog
STEVEN: AHH — WAIT YOU

Slugging
Panels 2 + 3 = 2.11

Scene 156 Panel 3
cont



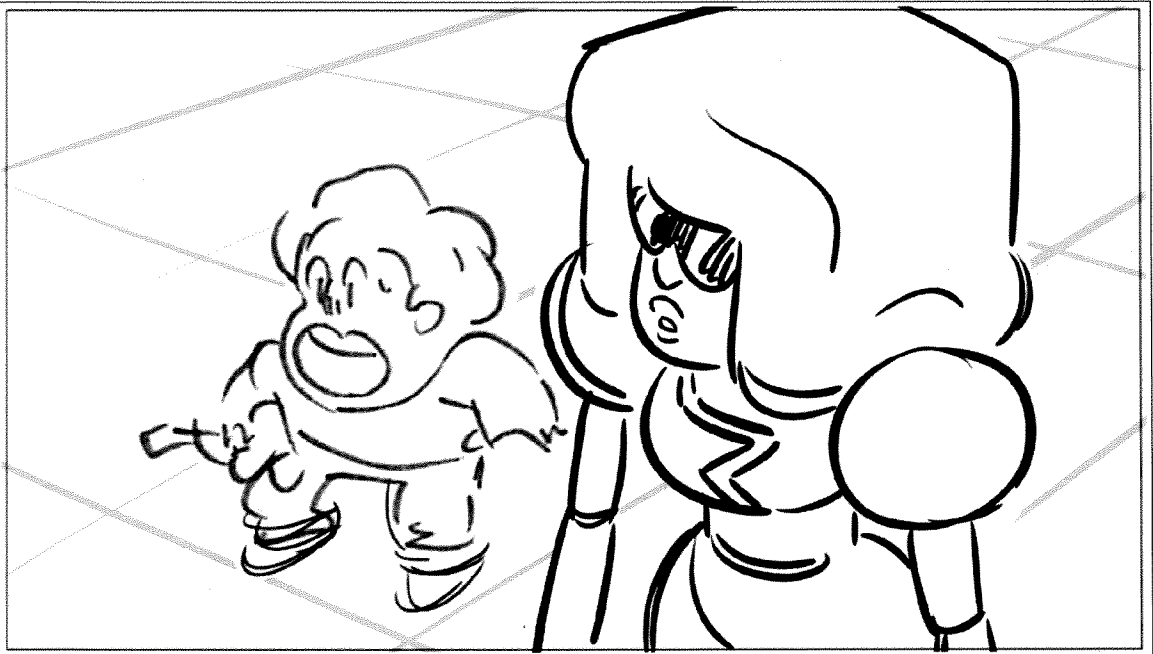
Dialog
STEVEN: GUYS!!!

JUN 10 2013

1020-007

1020-007

Scene	Panel
157	1



Dialog
STEVEN: WHAT IF THIS IS JUST LIKE THE TEACUPS!!

Slugging
4.02

Scene	Panel
157	2



Dialog
STEVEN: THAT'S WHY WE'RE GETTING SO LOST! THAT'S WHY I'M FEELING SO SICK!

Slugging
Panels 2 to 4 = 5.07

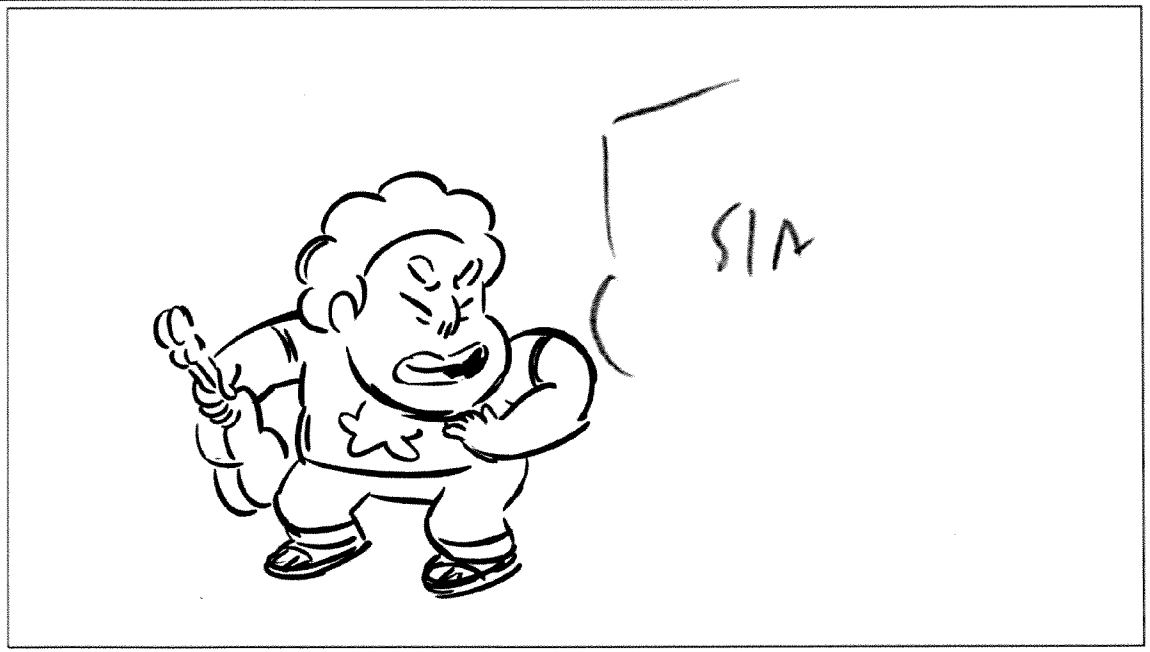
JUN 10 2013

1020.007

1020.007

1020.007

Scene 157 **CONT** Panel 3



Dialog

STEVEN: THAT'S WHY WE'RE GETTING SO LOST! THAT'S WHY I'M FEELING SO SICK!

Scene 157 **CONT** Panel 4



Dialog

STEVEN: THAT'S WHY WE'RE GETTING SO LOST! THAT'S WHY I'M FEELING SO SICK!

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
158	1



Dialog
STEVEN: ALL THE ROOMS ARE SPINNING US AROUND SO WE END UP
HERE!!!

Slugging
5.04

Scene	Panel
159	1



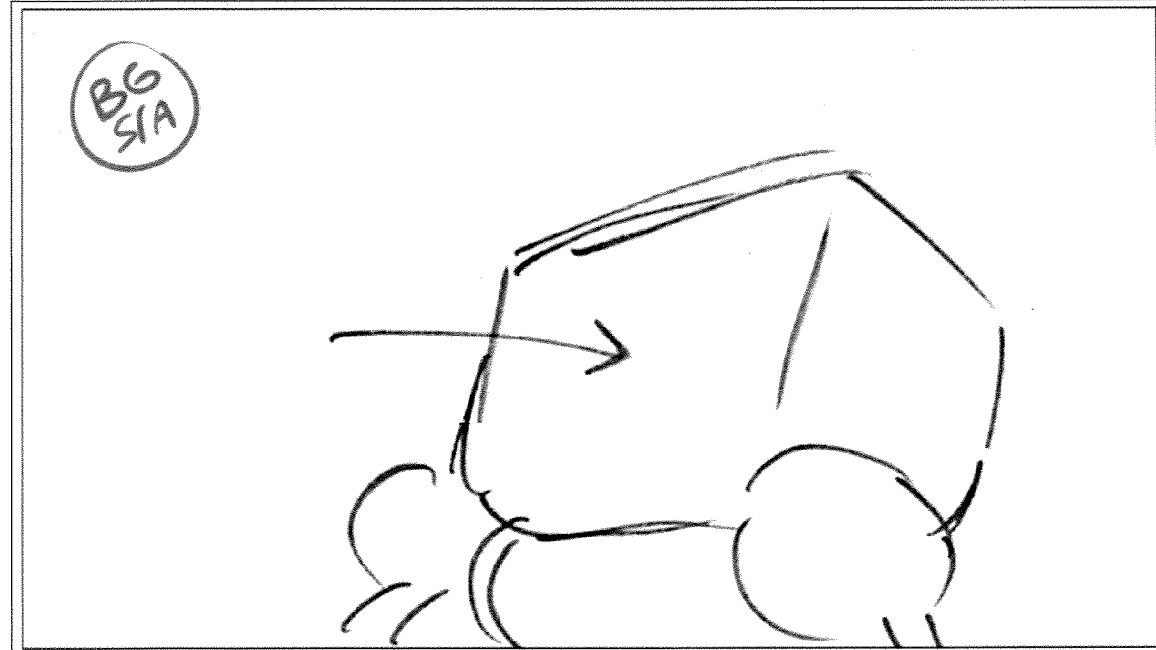
Slugging
1.03

JUN 10 2013

1020-007

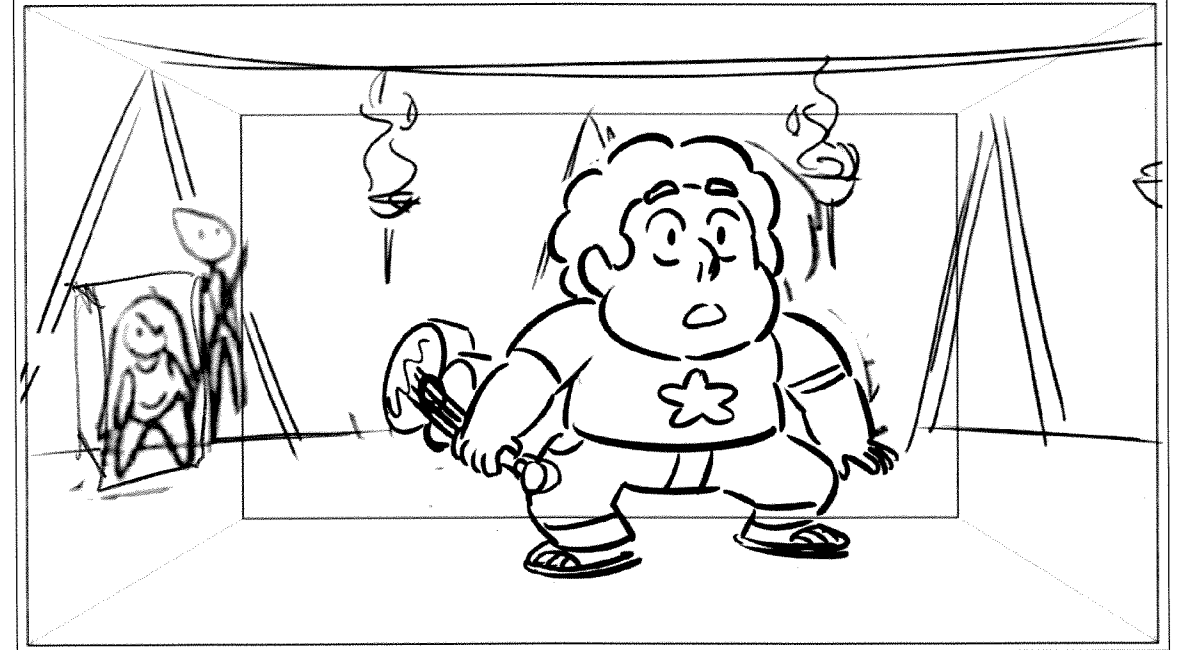
1020-007

Scene	Panel
159	cont 2



Slugging
0.13

Scene	Panel
160	1



Action Notes
Camera bounces backward.

Slugging
ADJ: 1.15

JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
161	1



Slugging
1.00

Scene	Panel
161	2



Slugging
0.13

JUN 10 2013

1020-007

1020-007

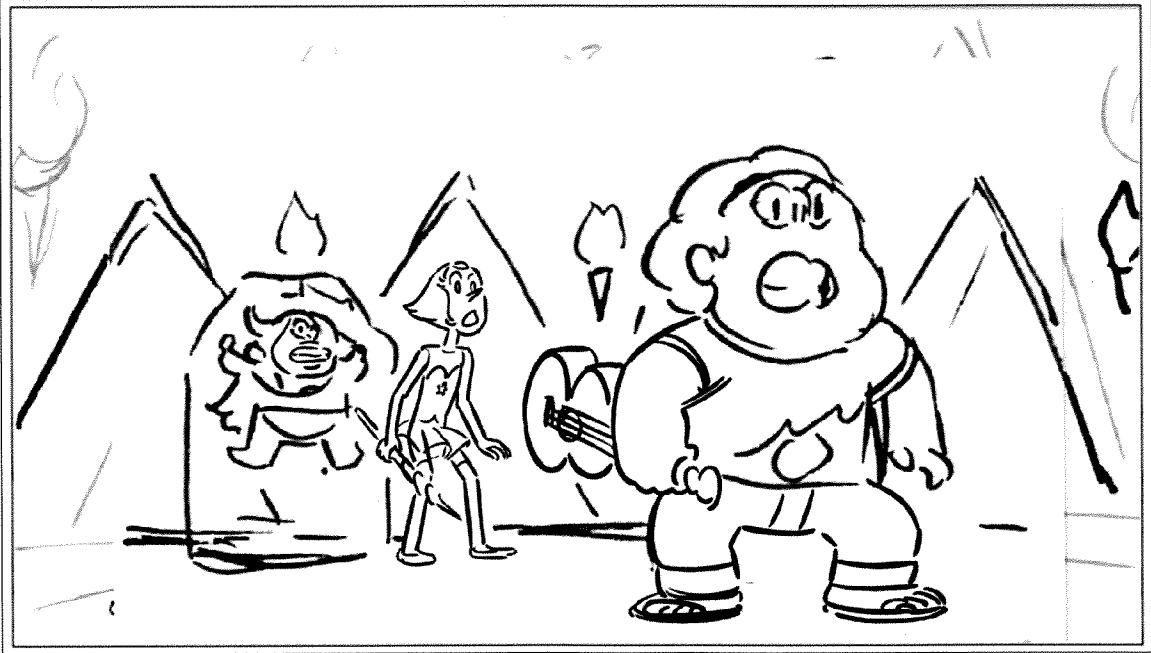
1020-007

Scene	Panel
161	cont 3



Slugging
0.15

Scene	Panel
162	1

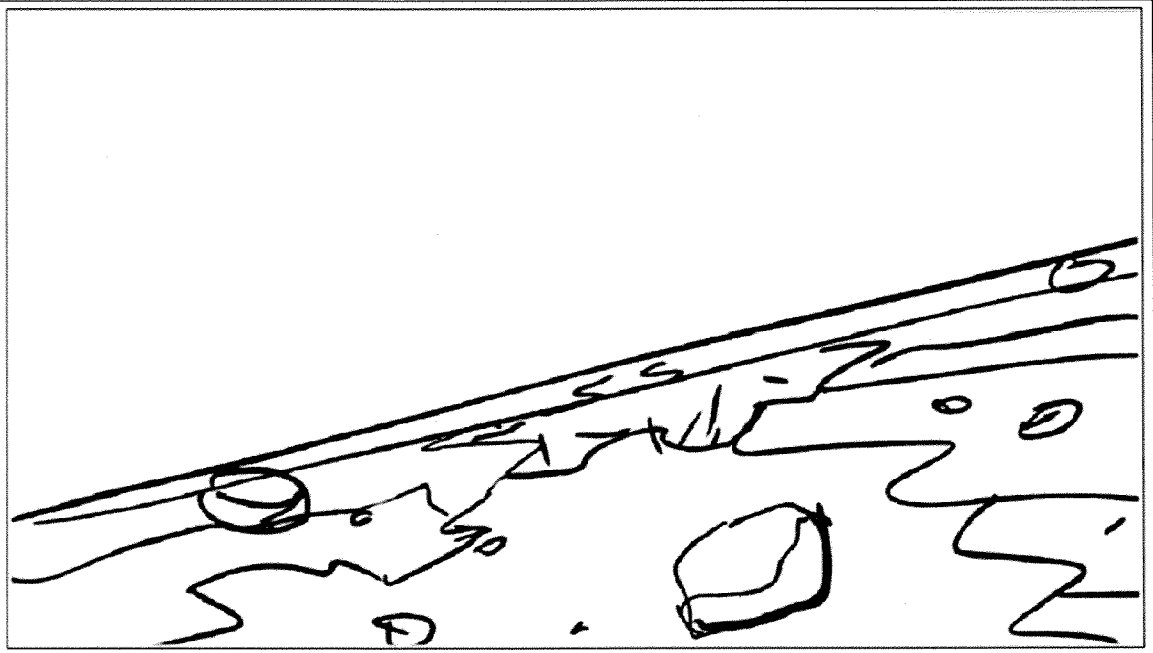


Action Notes
Camera shake.

Slugging
3.00

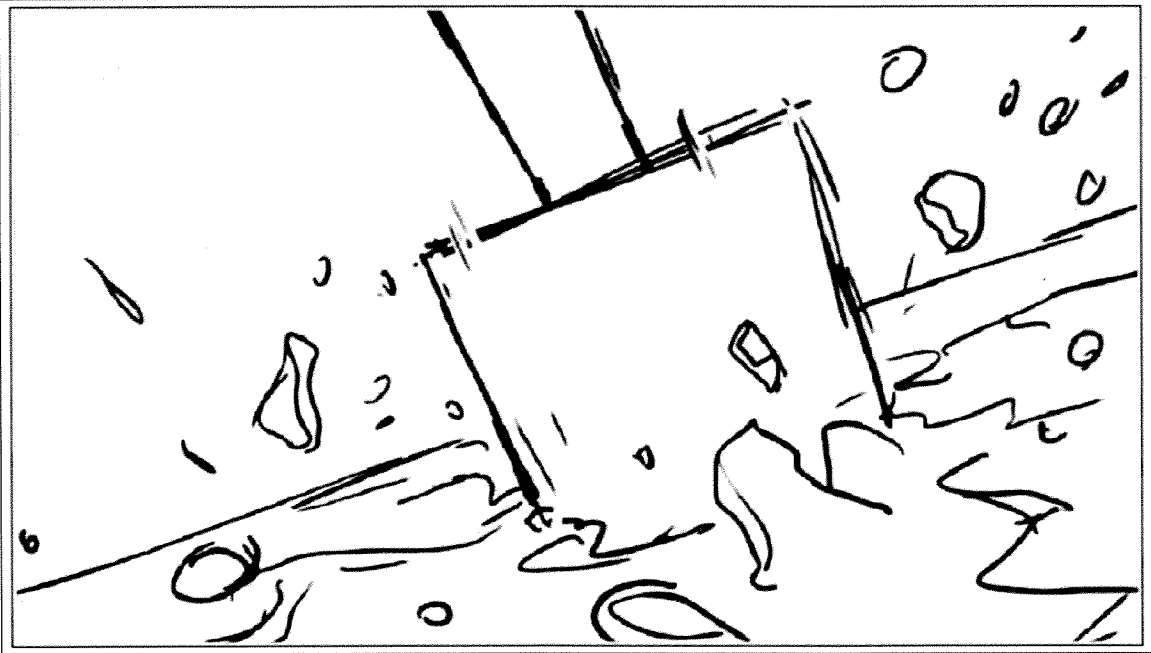
JUN 10 2013

Scene	Panel
163	1



Slugging
0.08

Scene	Panel
163	2



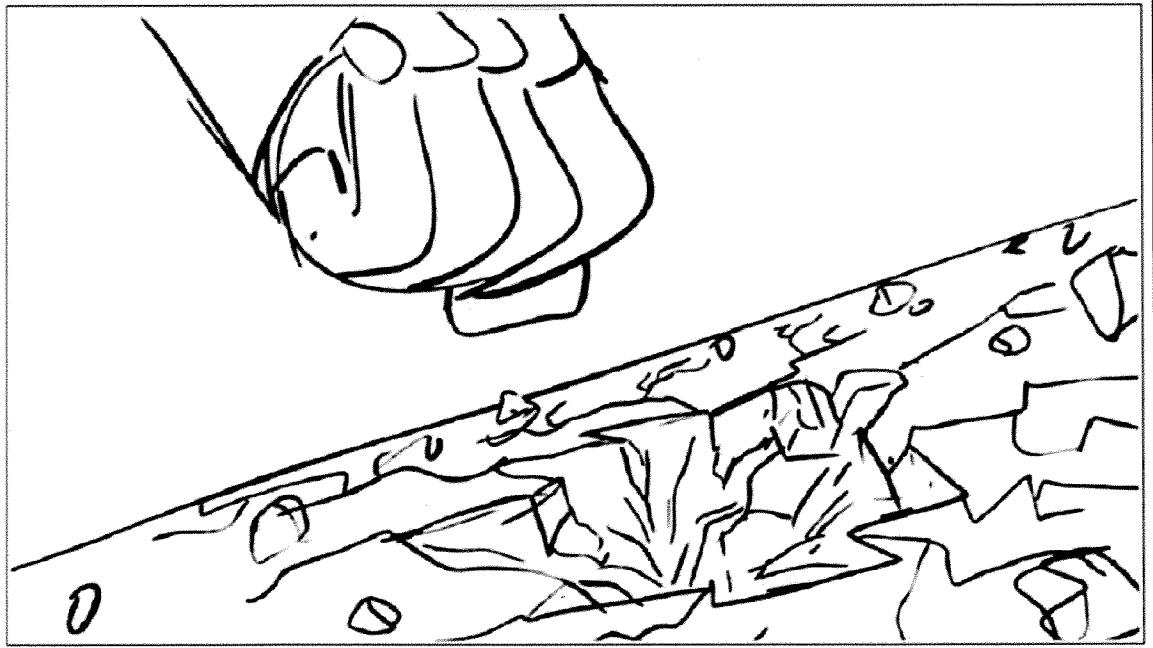
Slugging
0.14

JUN 10 2013

1020-007

1020-007

Scene	Panel
163	CONT 3



Slugging
0.09

Scene	Panel
164	1



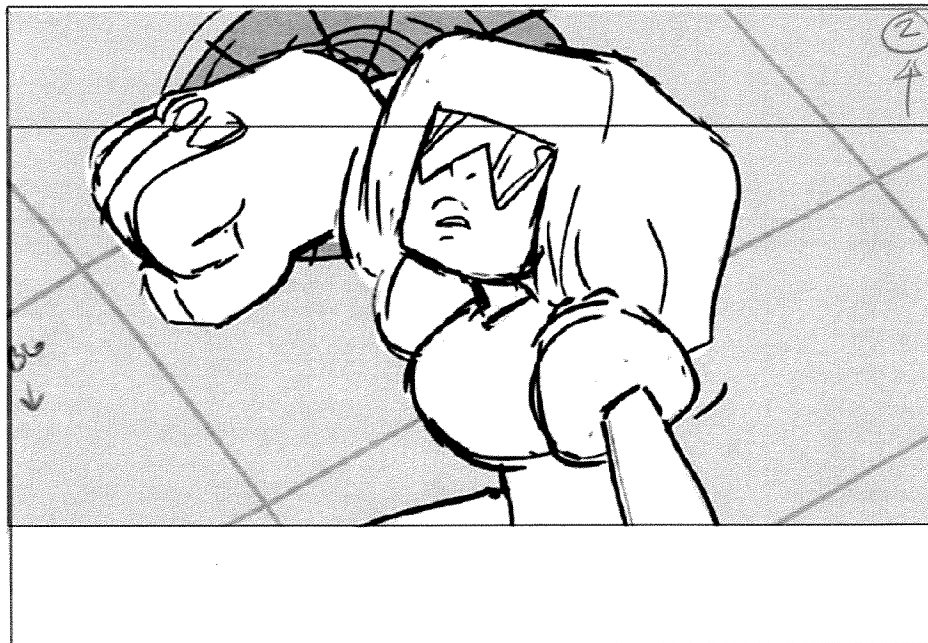
Slugging
HOLD 0.08

JUN 10 2013

1020-007

1020-007

Scene	Panel
164	CONT 2



Slugging
1.02
ADJ then HOLD

Scene	Panel
164	CONT 3



Slugging
0.04

JUN 10 2013

1020-007

1020-007

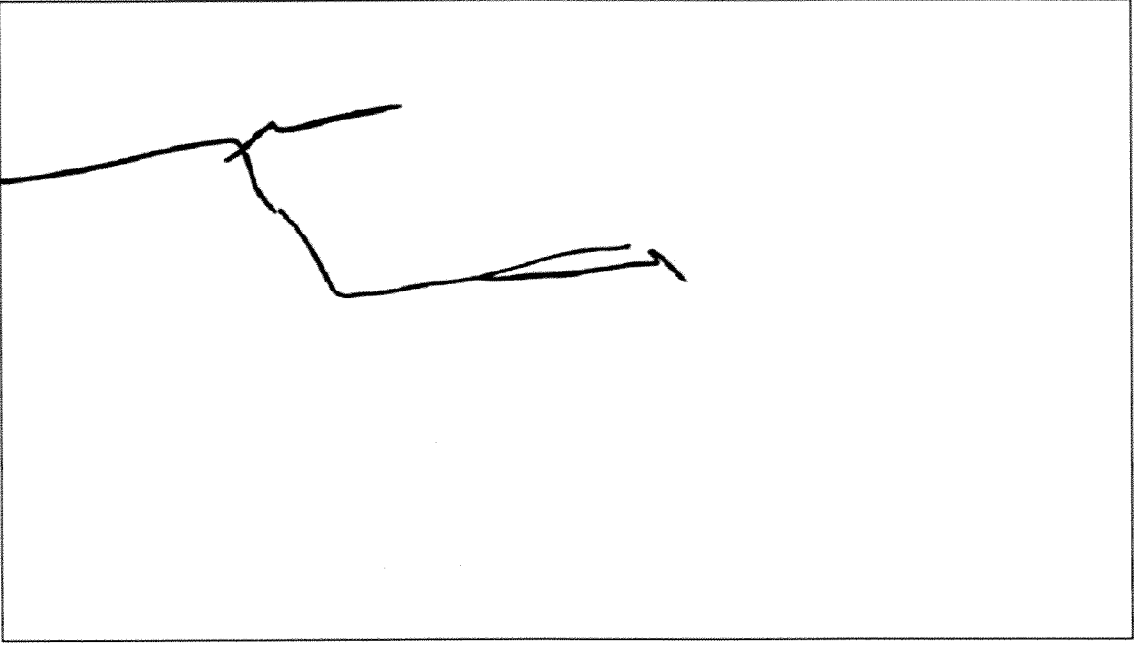
1020-007

Scene	Panel
164	4



Slugging
ADJ: 0.04

Scene	Panel
165	1



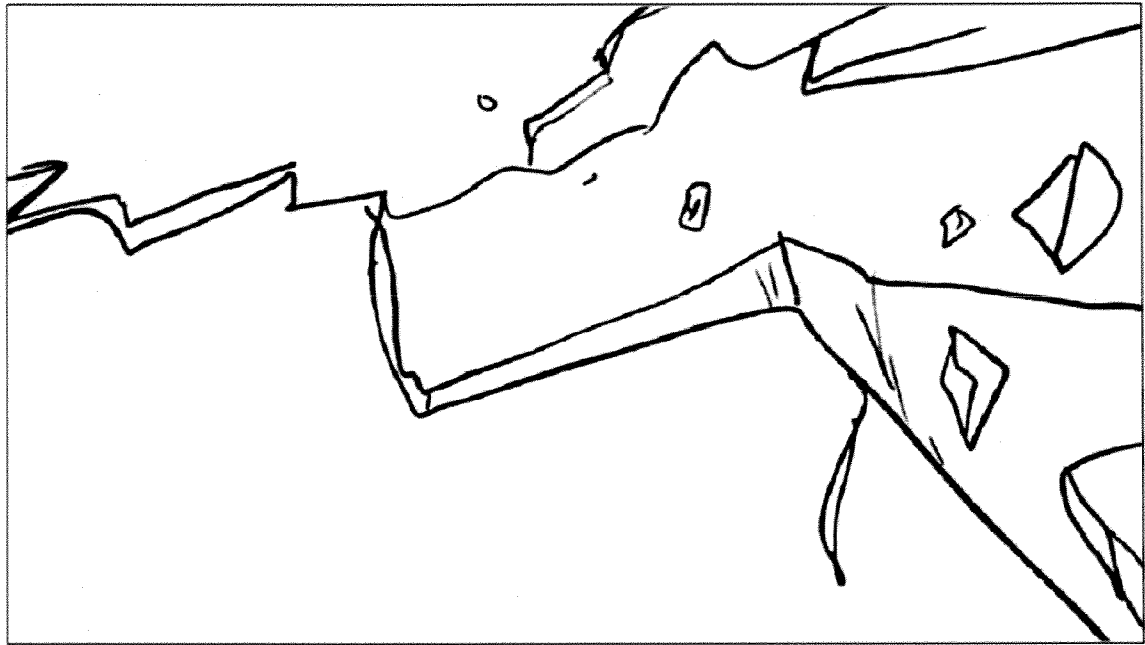
Slugging
0.04

JUN 10 2019

1020-007

1020-007

Scene	Panel
165	2



Slugging
0.07

Scene	Panel
166	1



Slugging
0.09

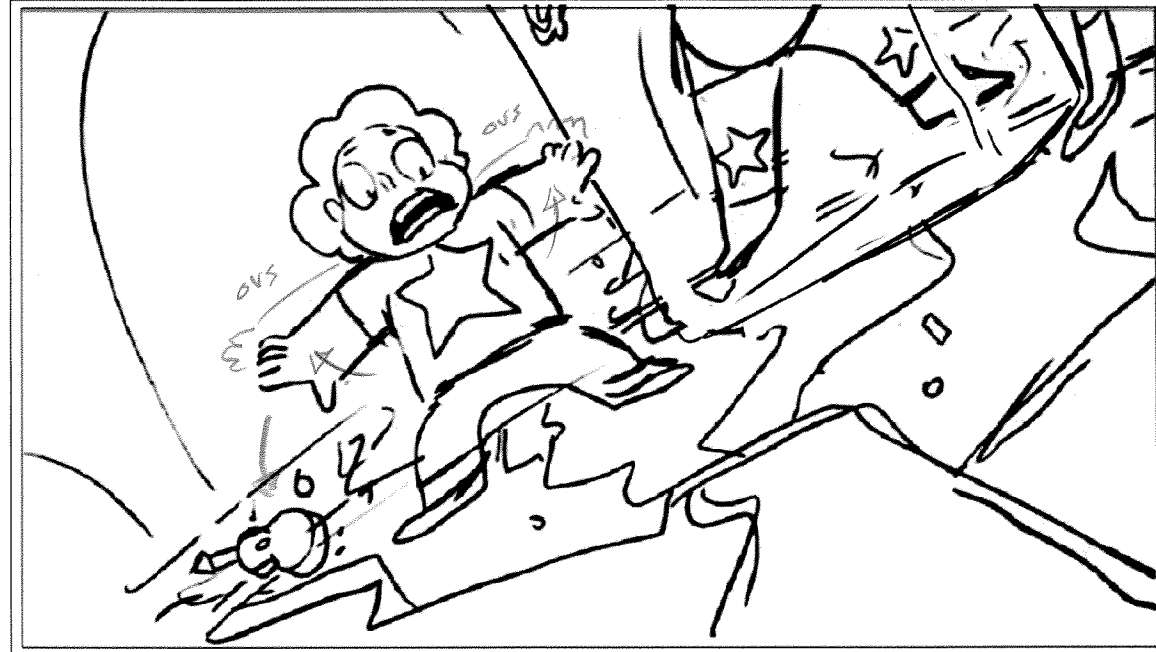
JUN 10 2013

1020-007

1020-007

1020-007

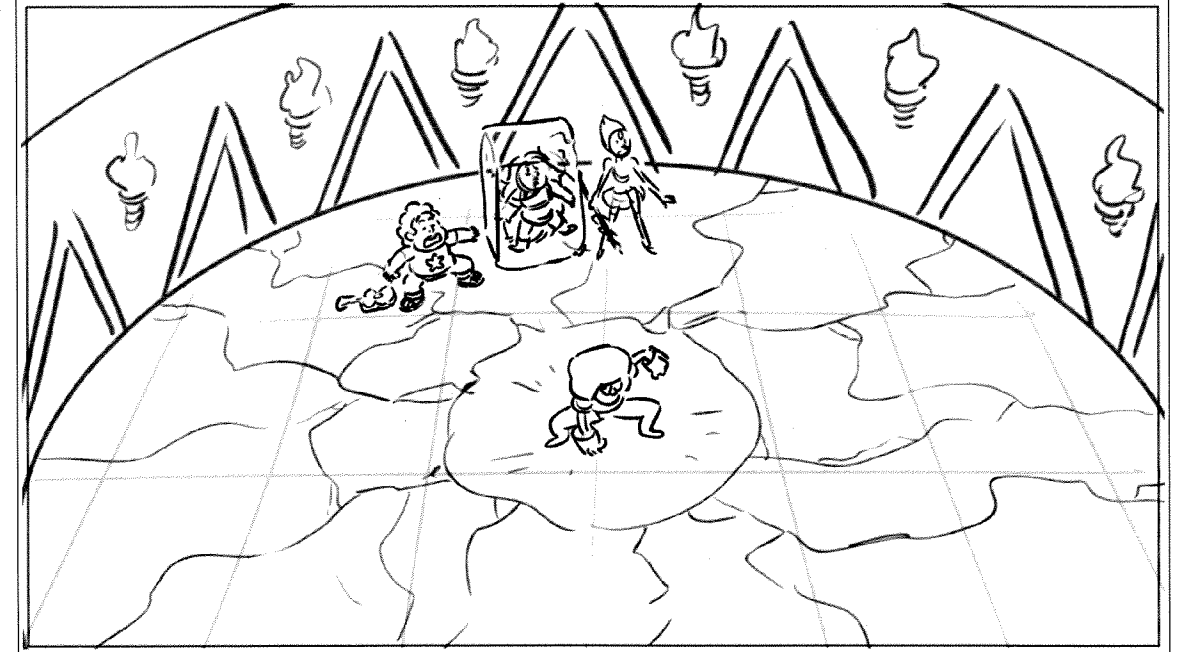
Scene	Panel
166	2



Action Notes
STEVEN drops his ukelele

Slugging
1.01

Scene	Panel
167	1



Slugging
0.14

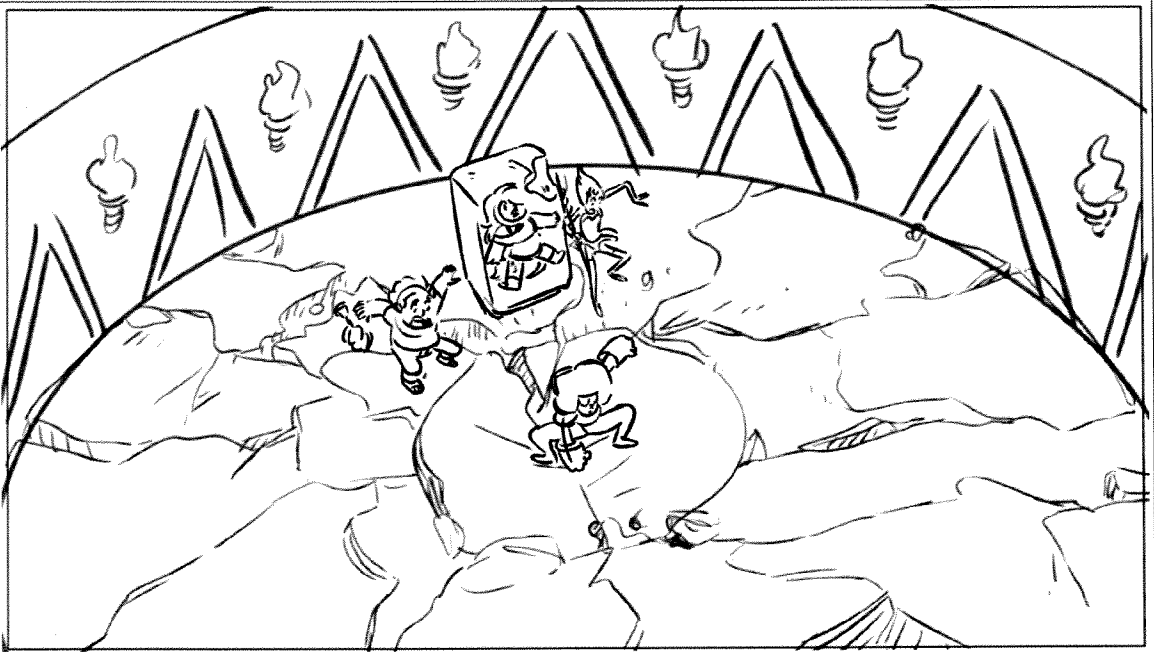
JUN 10 2013

1020-007

1020-007

1020-007

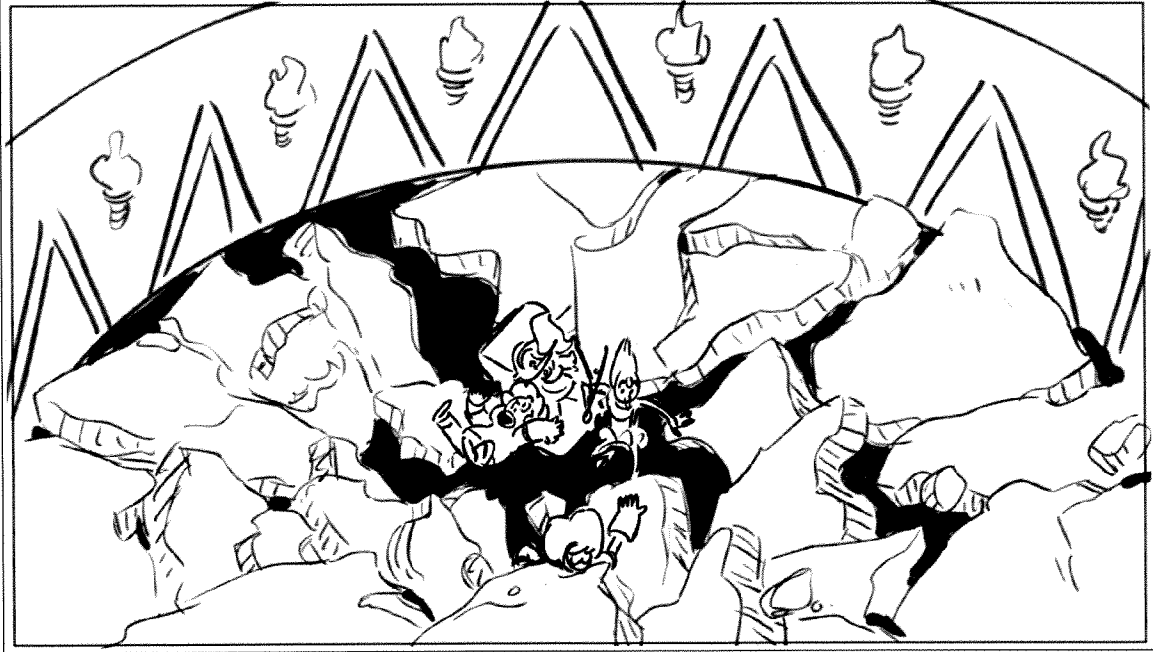
Scene 167 *cont* Panel 2



Dialog
ALL: <SCREAMING>

Slugging
0.04

Scene 167 *cont* Panel 3



Dialog
ALL: <SCREAMING>

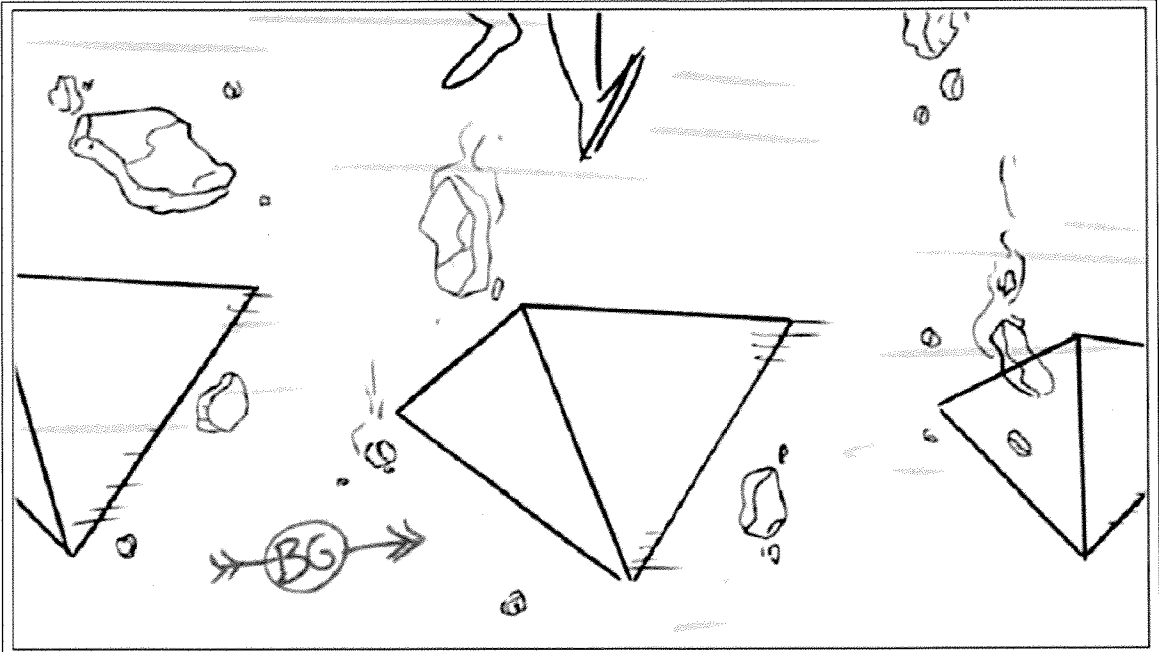
Slugging
2.00

JUN 10 2013

1020-007

1020-007

Scene	Panel
168	1

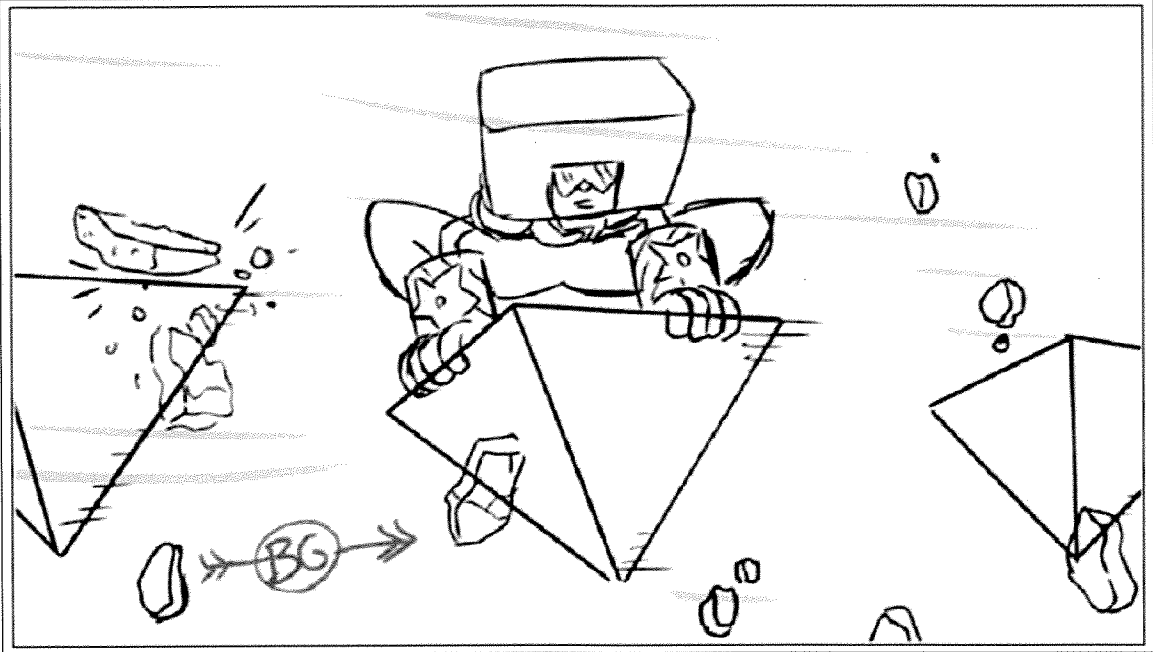


Dialog
ALL: <SCREAMING>

Action Notes
Background pans screen left to right.

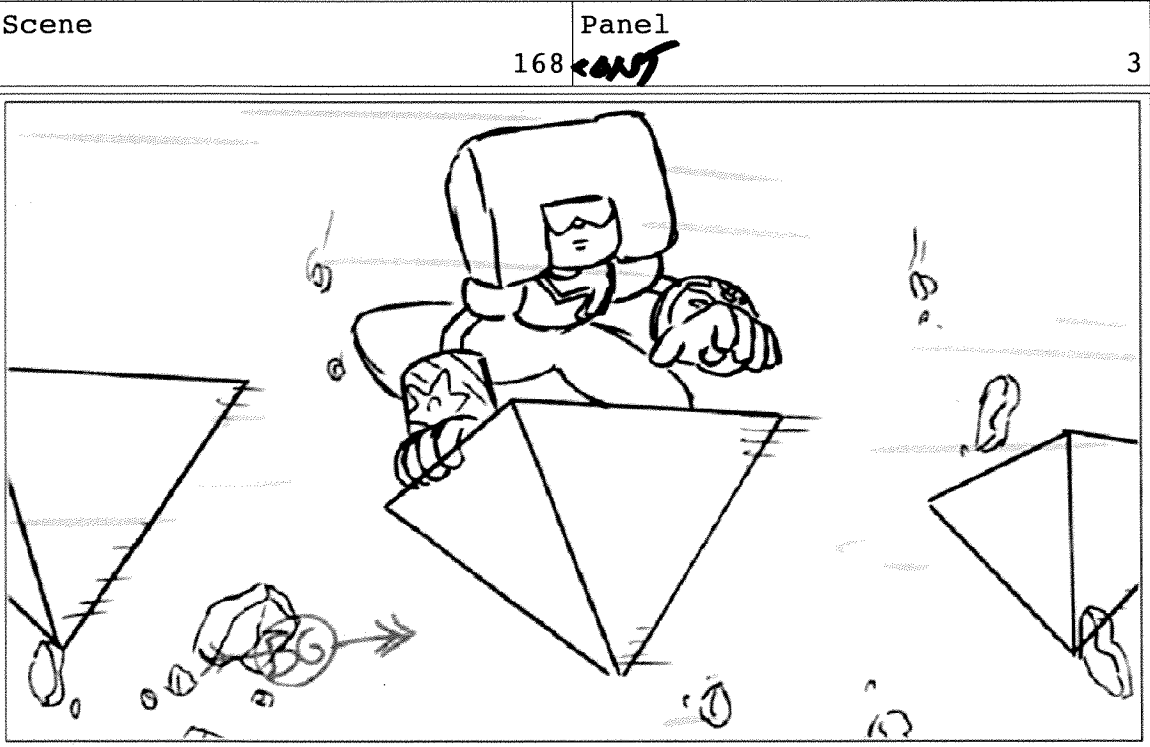
Slugging
0.04

Scene	Panel
168	2

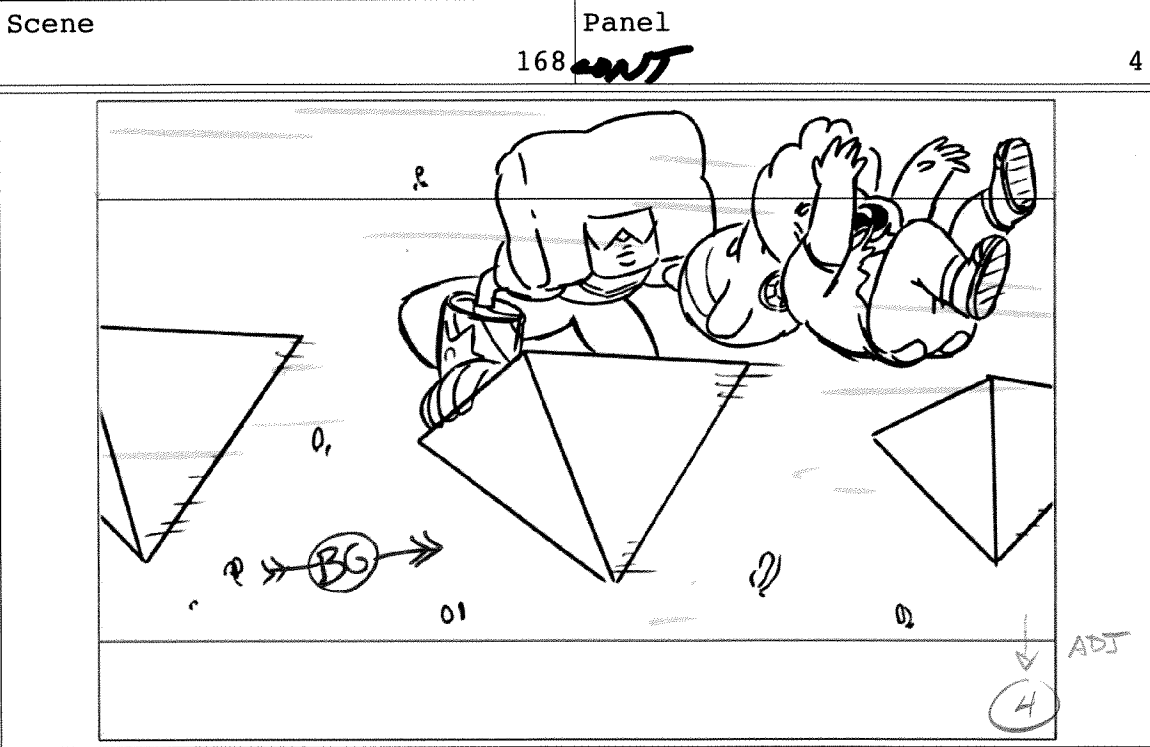


Slugging
1.01

JUN 10 2013



Slugging
0.11

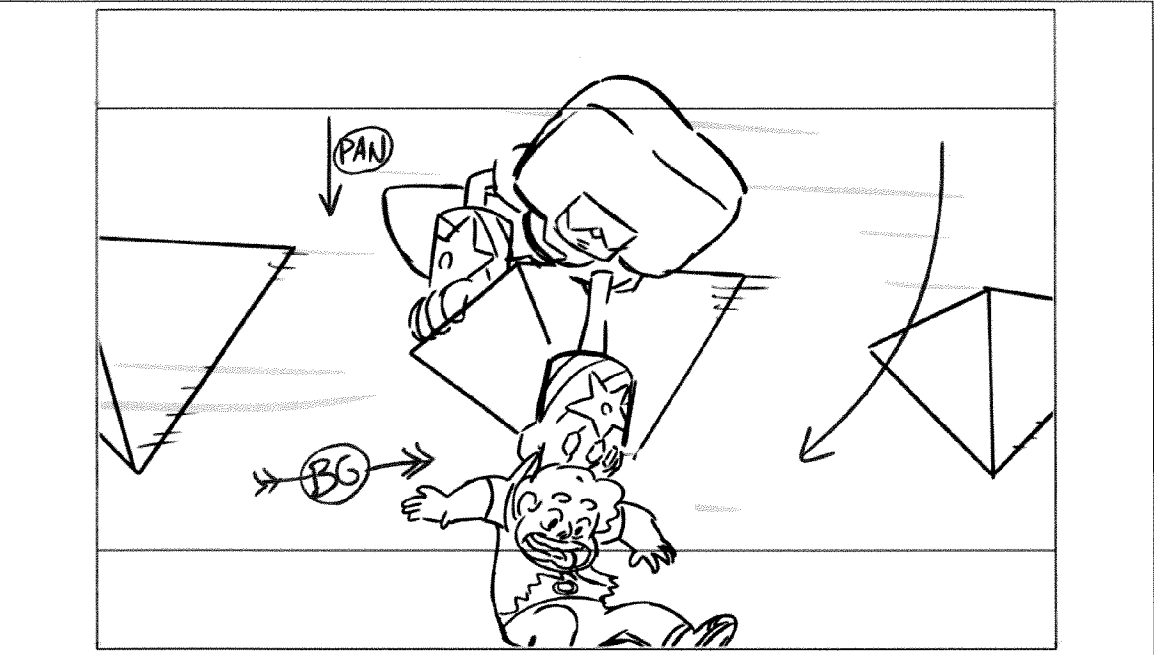


Dialog
STEVEN: WHHHOOOOOAAAAHHHHH!

Slugging
HOLD: 0.04

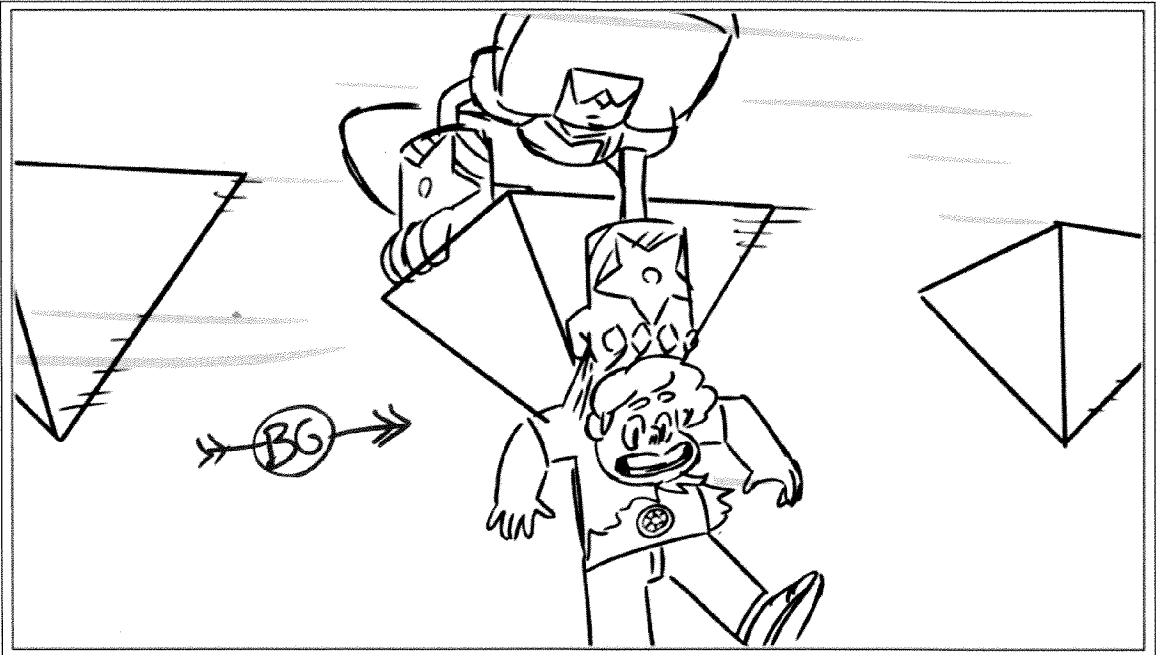
JUN 10 2013

Scene 168 Panel 5



Slugging
ADJ: 0.04

Scene 168 Panel 6



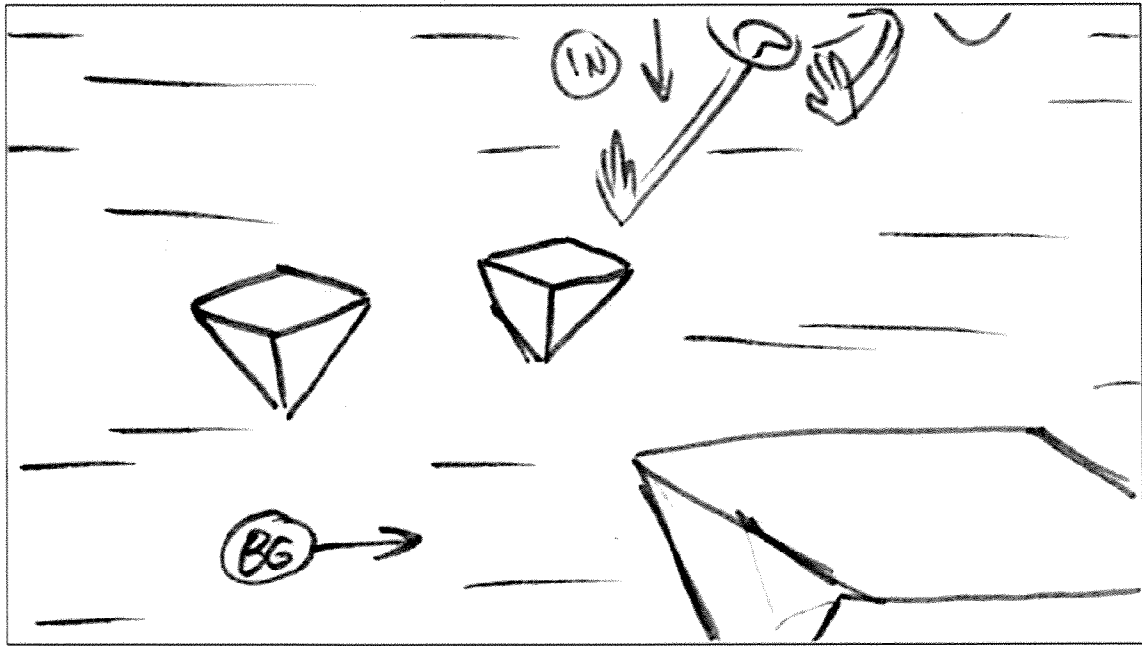
Slugging
1.00

JUN 10 2013

1020.007

1020.007

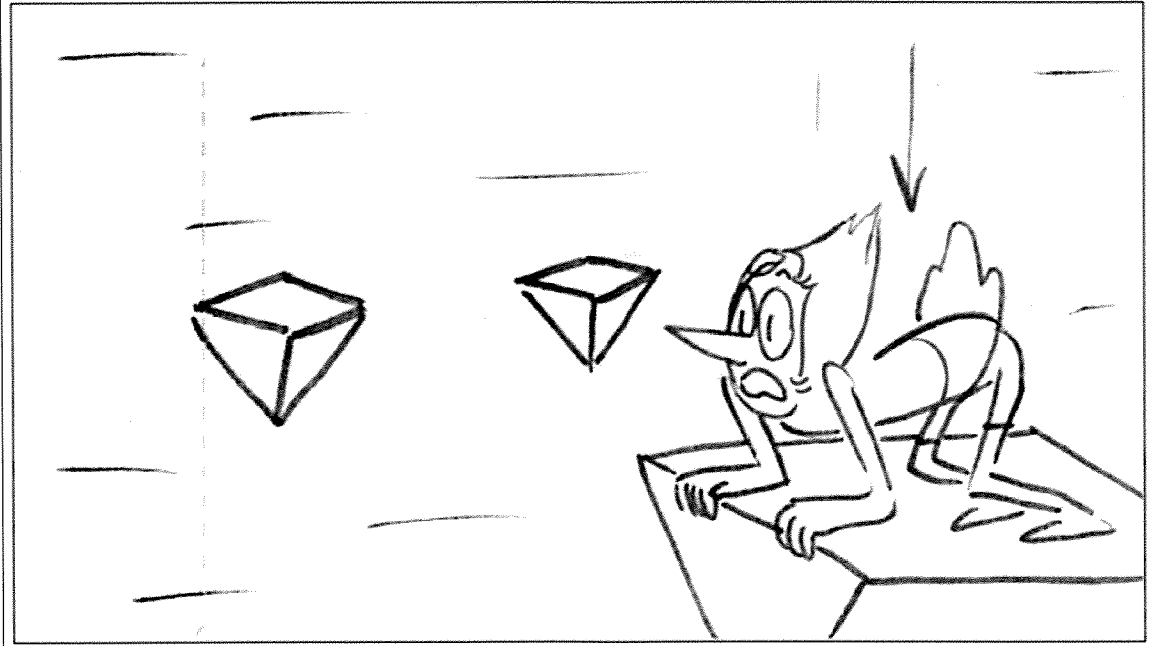
Scene 169 Panel 1



Action Notes
Background pans screen left to right.

Slugging
0.04

Scene 169 Panel 2



Slugging
0.10

JUN 10 2013

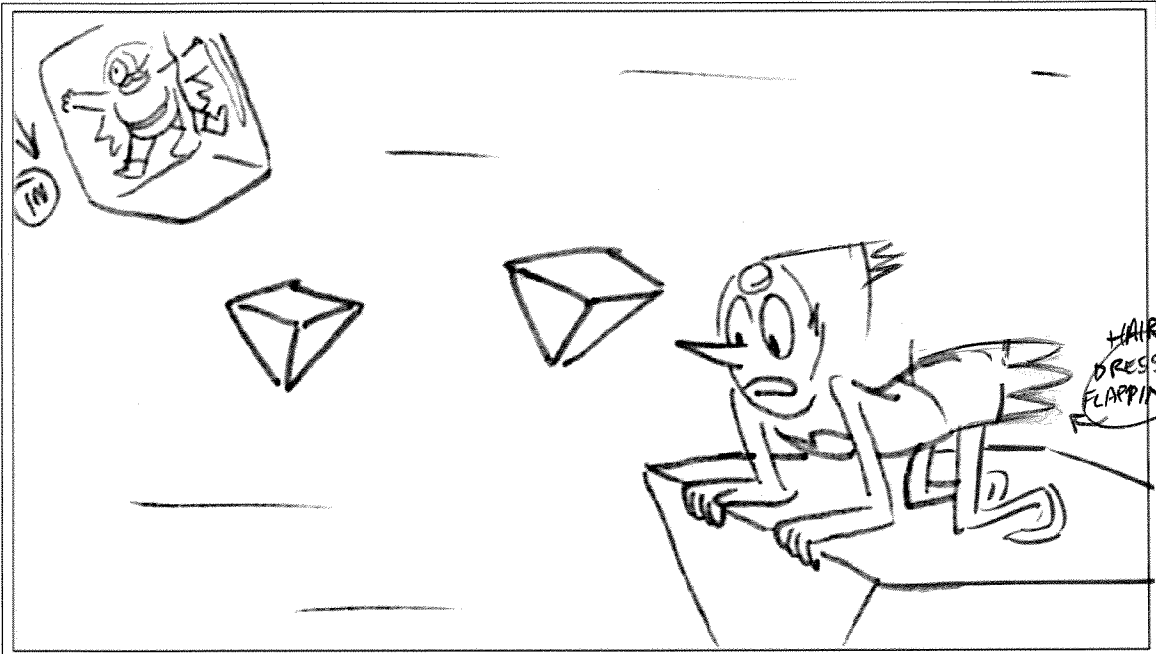
1020-007

1020-007

1020-007

1020.007

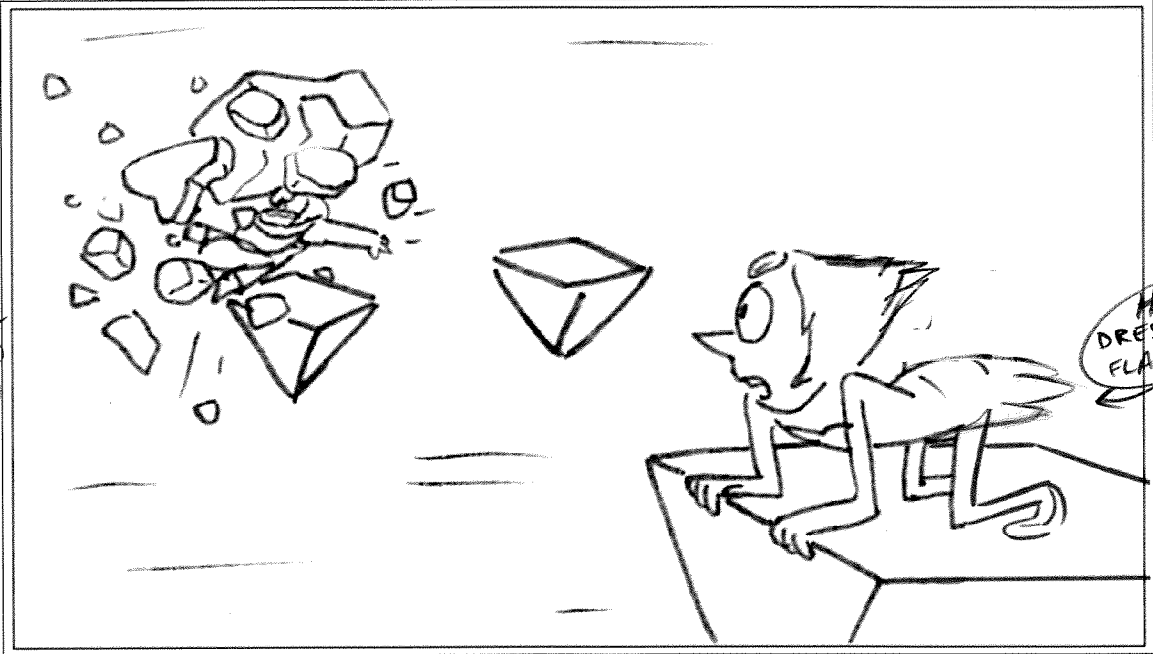
Scene	Panel	
169	CONT	3



Action Notes
AMETHYST comes in, still trapped in a block of ice

Slugging
0.05

Scene	Panel	
169	CONT	4



Dialog
AMETYHST: <SCREAM>

Action Notes
Block of ice shatters

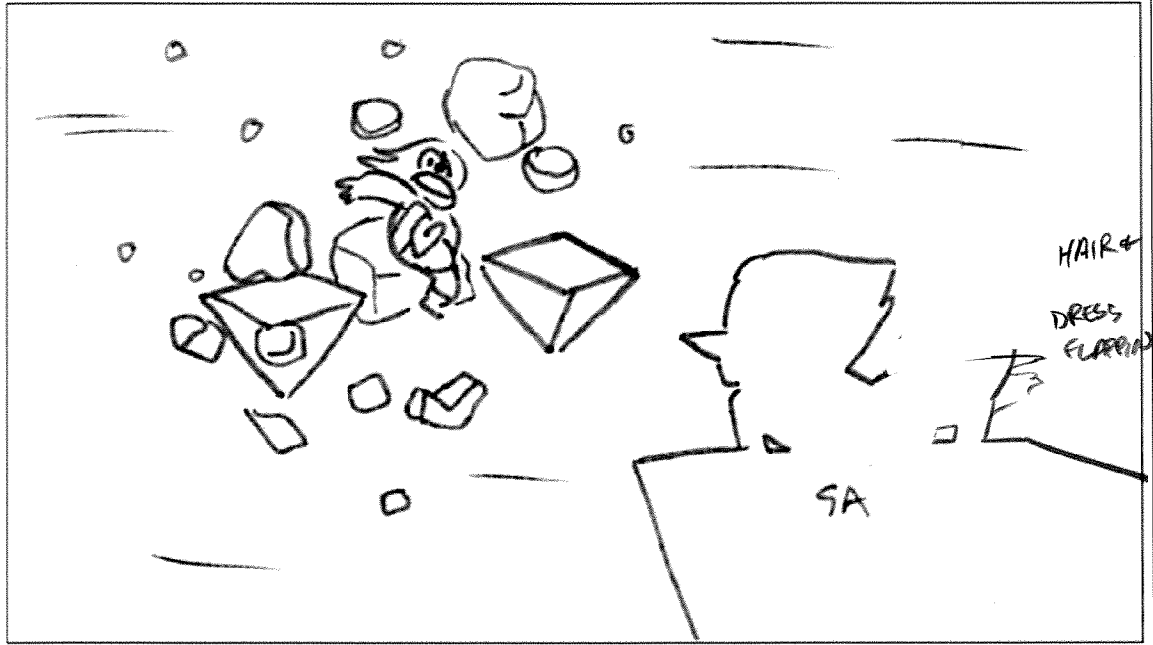
Slugging
0.04

JUN 10 2013

1020.007

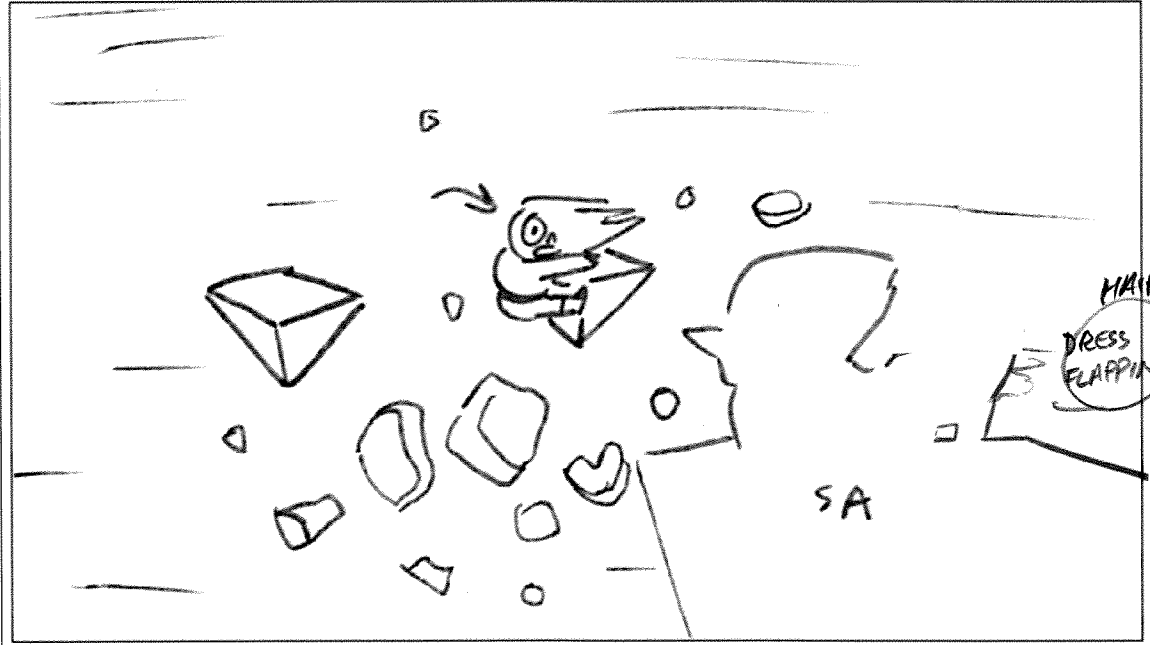
1020.007

Scene 169 Panel 5
CONT



Slugging
0.04

Scene 169 Panel 6
CONT



Action Notes
AMETHYST grabs onto spinning pyramid

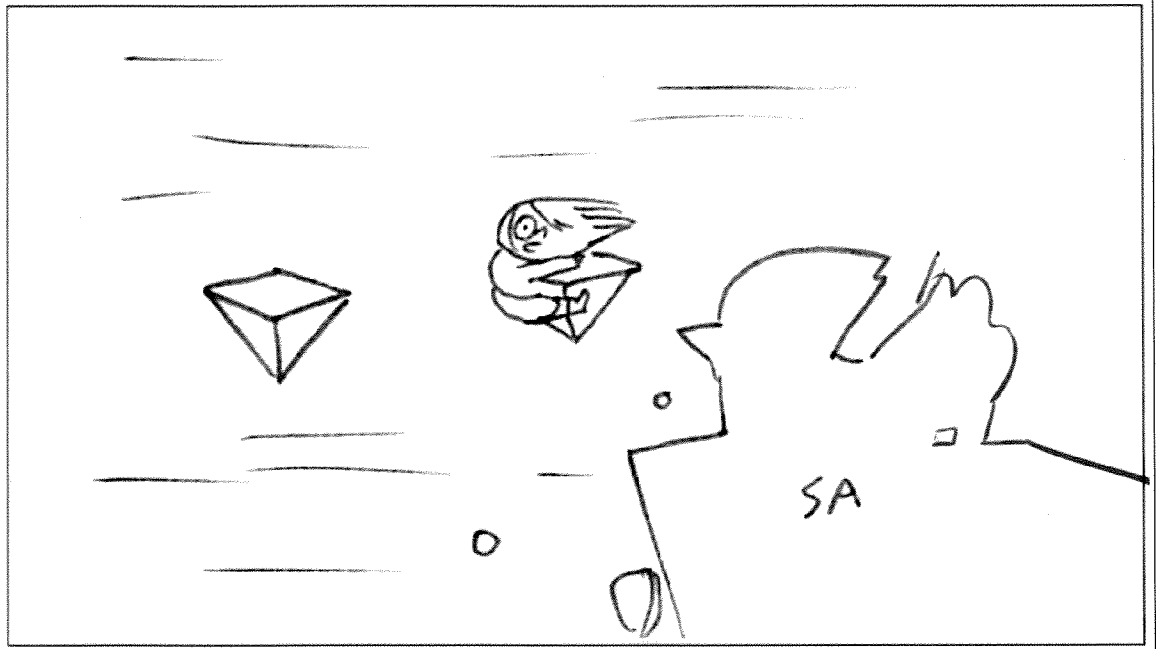
Slugging
0.04

JUN 10 2013

1020.007

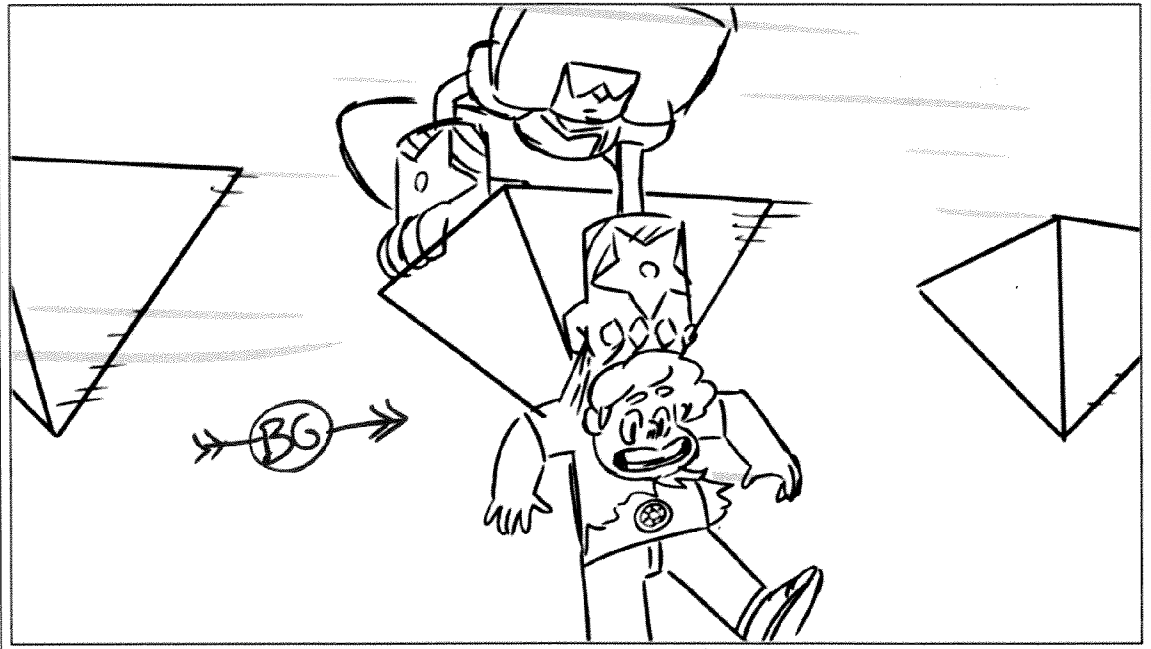
1020.007

Scene 169 Panel 7
CONT



Slugging
1.00

Scene 170 Panel 1



Action Notes
Background pans screen left to right.

Slugging
1.06

JUN 10 2015

1020.007

1020.007

Scene	Panel
171	1



Dialog

STEVEN: WHHHOOOOOAAAAHHHHH!

Action Notes

Background pans screen left to right.

Slugging

Panels 1 + 2 x 6 = 0.12

Total frames for scene 171: 4.08

Scene	Panel
171	2

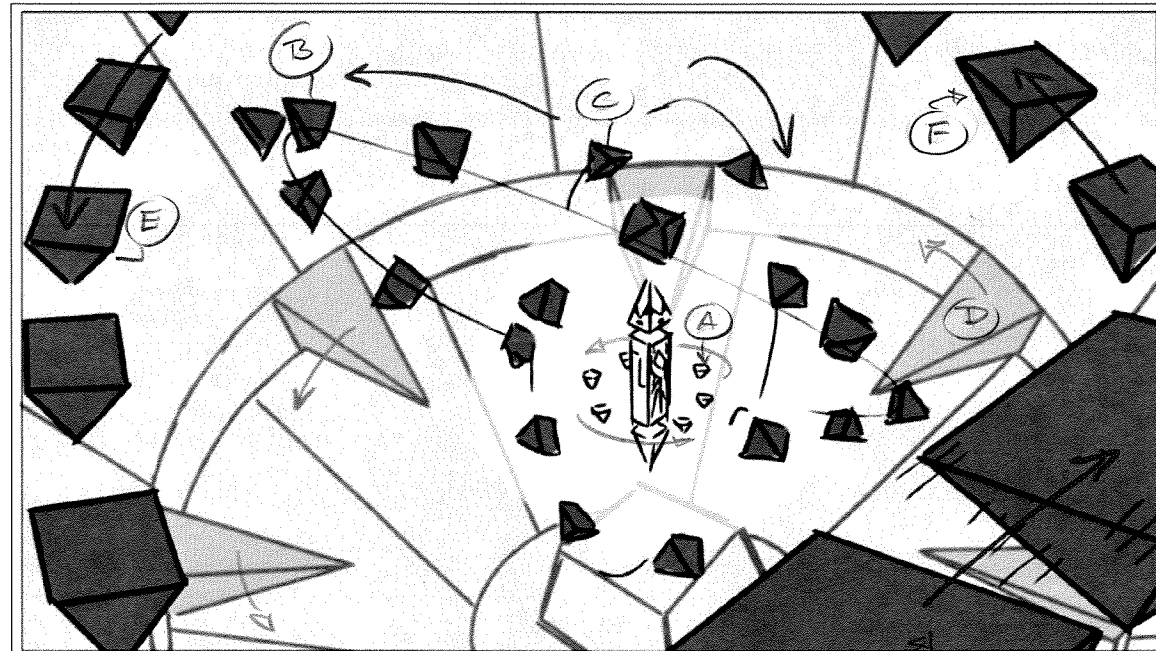


JUN 10 2019

1020.007

1020.007

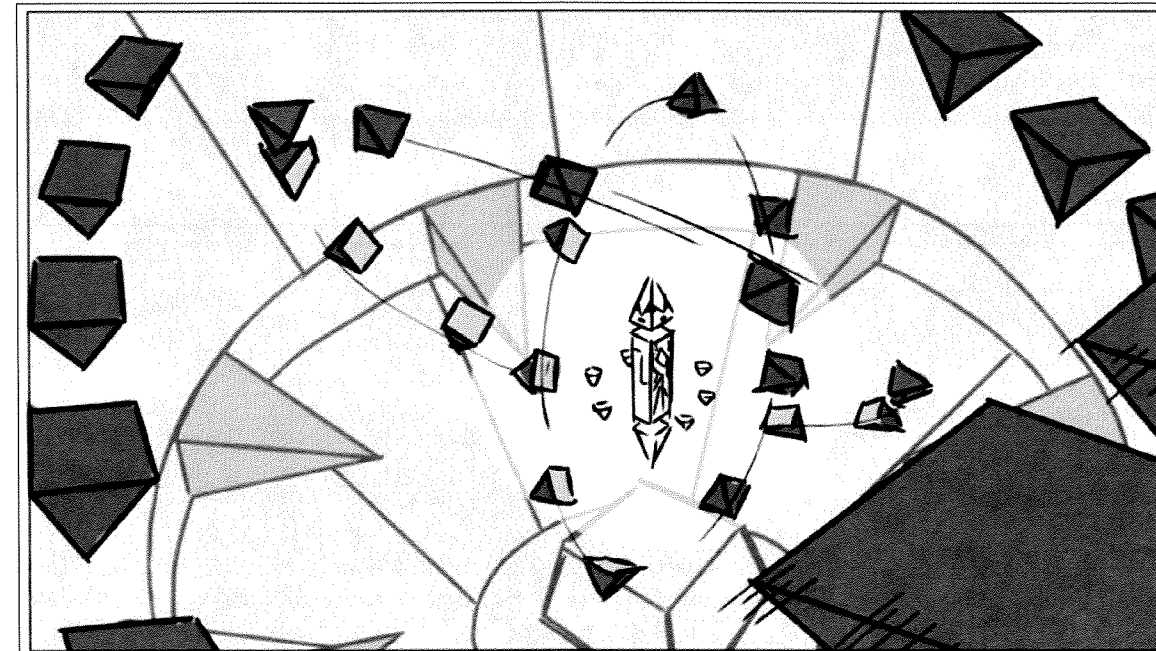
Scene	Panel
172	1



Slugging
 Panels 1 to 3 x 3 = 0.12
 Total frames: 2.04

G

Scene	Panel
172	cont



Slugging
 0.06

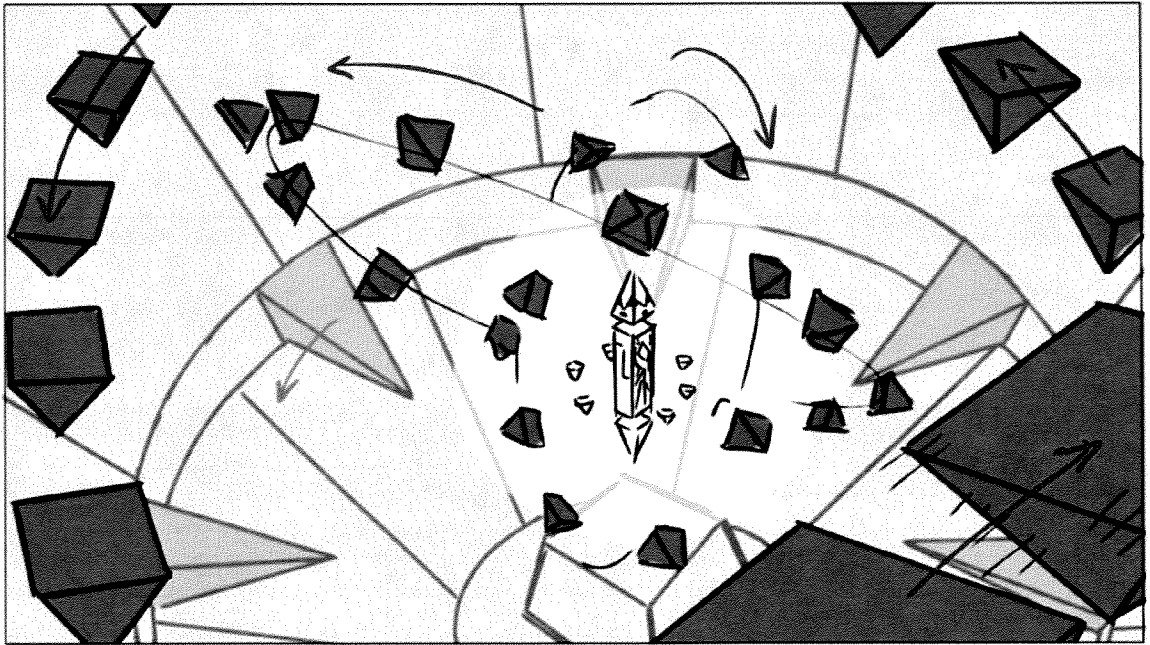
JUN 10 2013

1020-007

1020-007

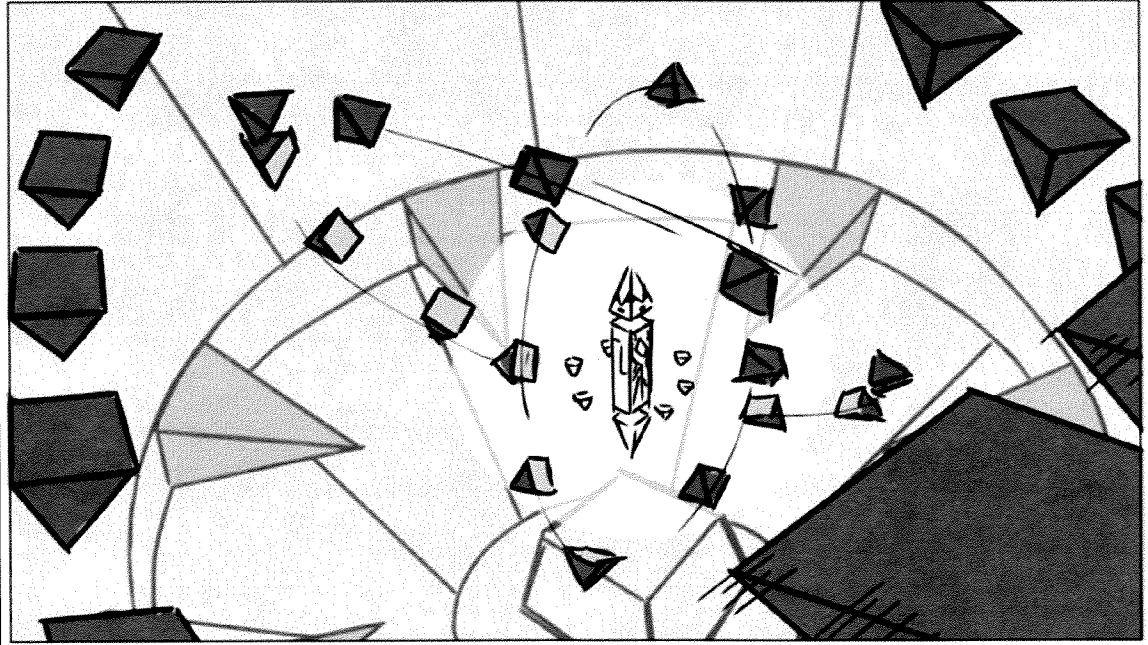
1020-007

Scene 172 Panel 3



Slugging
0.06

Scene 172 Panel 4



Slugging
0.06

JUN 10 2013

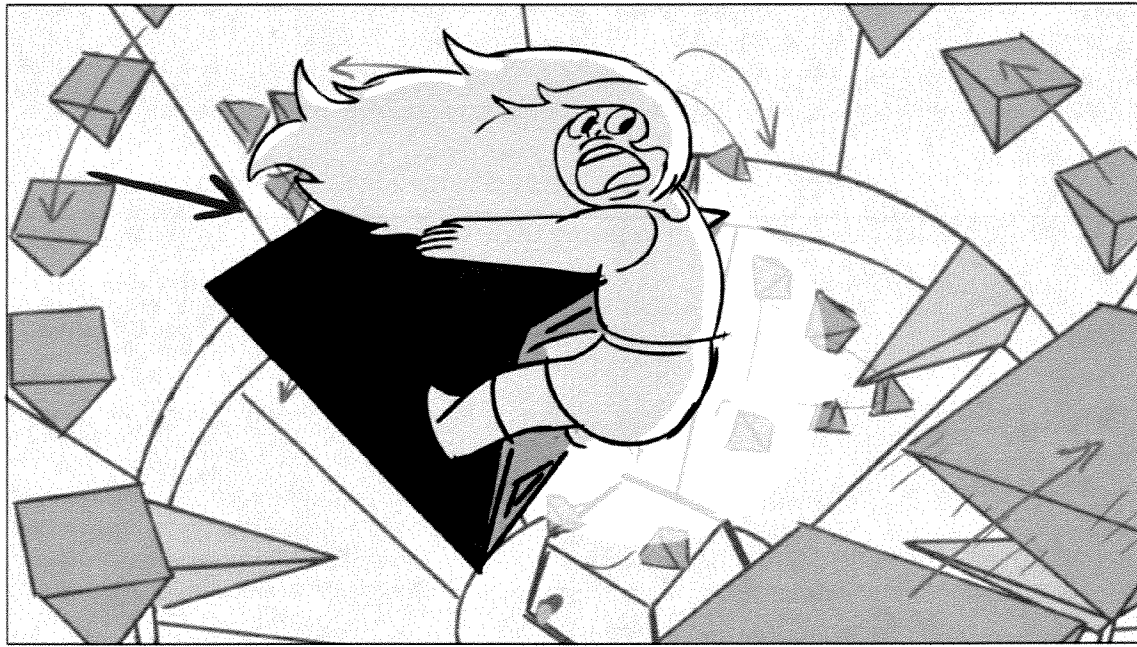
1020.007

1020.007

1020.007

Scene	Panel
172	cont

5



Action Notes
AMETHYST comes in from the left

Slugging
0.06

Scene	Panel
172	cont

6



Action Notes
AMETHYST exits right

Slugging
0.06

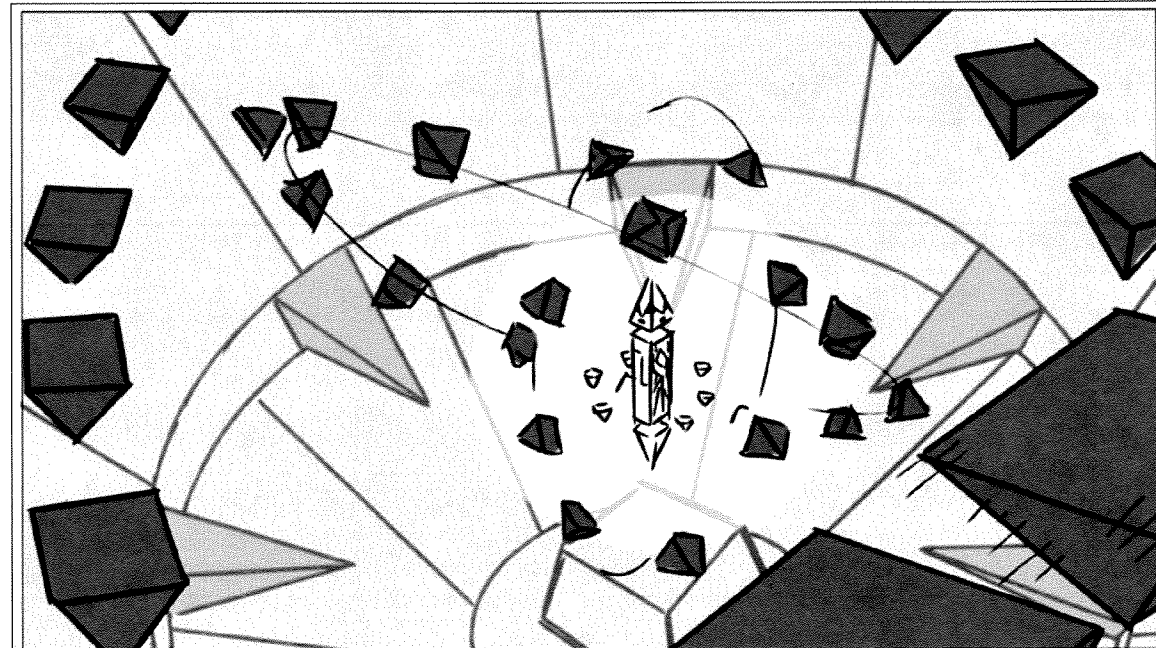
JUN 10 2013

1020.007

1020.007

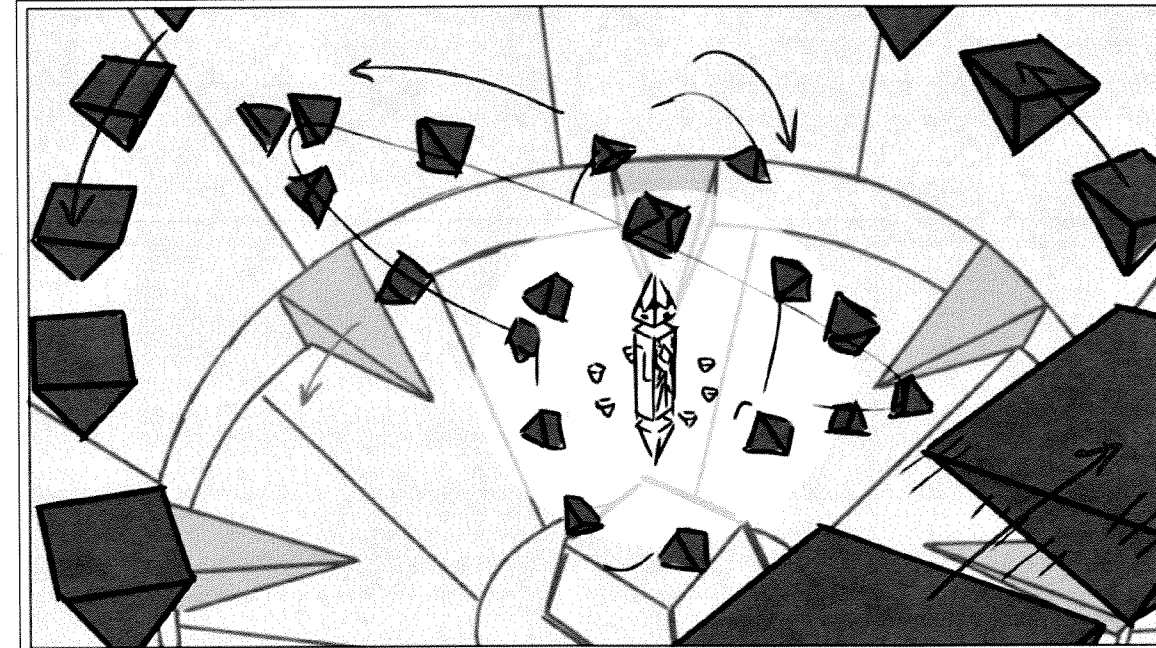
1020.007

Scene	Panel
172	<i>cont</i>
	7



Slugging
Panels 7 + 8 = 1.05

Scene	Panel
172	<i>cont</i>
	8



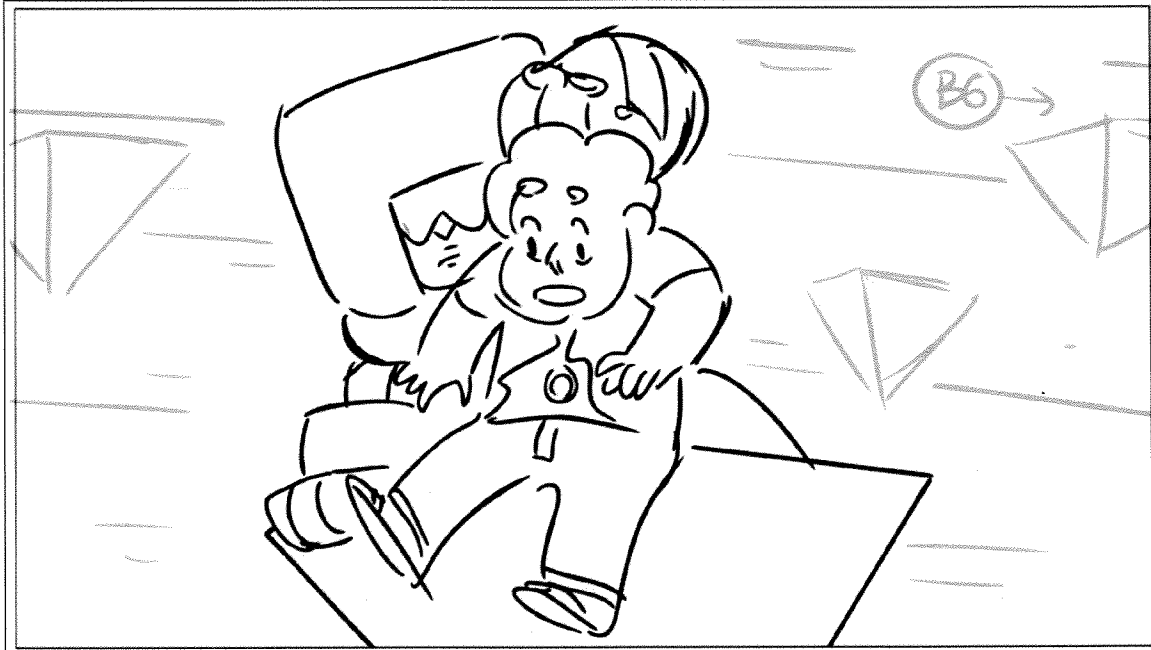
JUN 10 2019

1020-007

1020-007

1020-007

Scene	Panel
173	1



Action Notes
Background pans screen left to right.

Slugging
0.08

Scene	Panel
173	2



Slugging
0.10

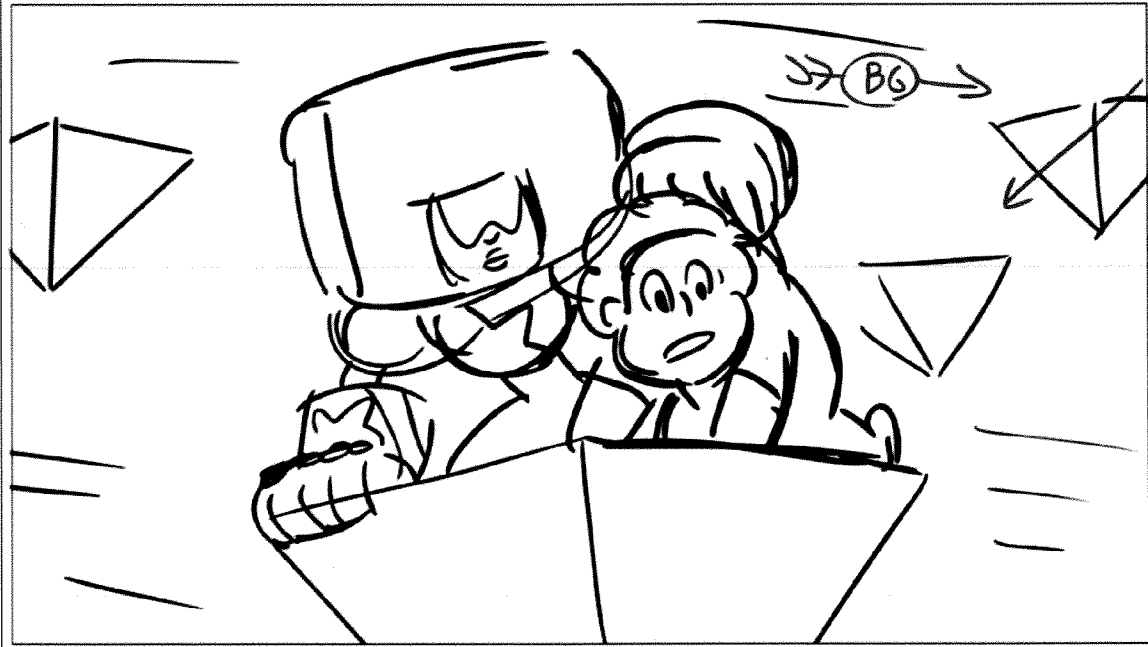
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
173	3



Slugging
0.14

Scene	Panel
174	1



Slugging
0.06

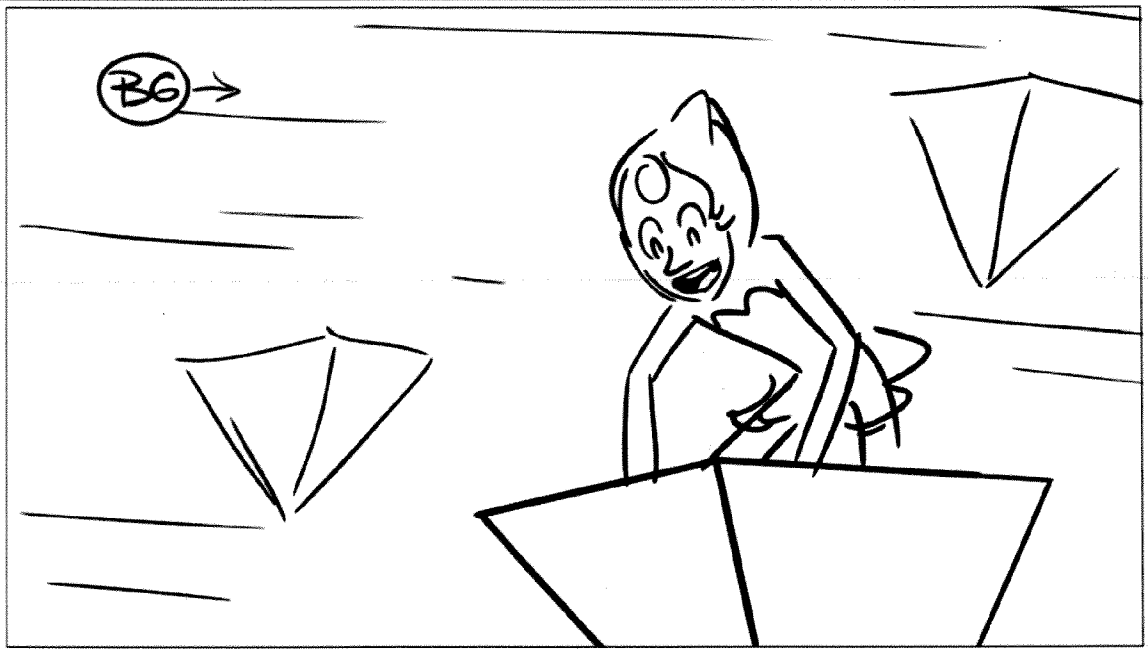
JUN 10 2013

1020-007

1020-007

1020-007

Scene 175 Panel 1



Dialog
PEARL: UNBELIEVABLE...

Action Notes
Background pans screen left to right.

Slugging
0.14

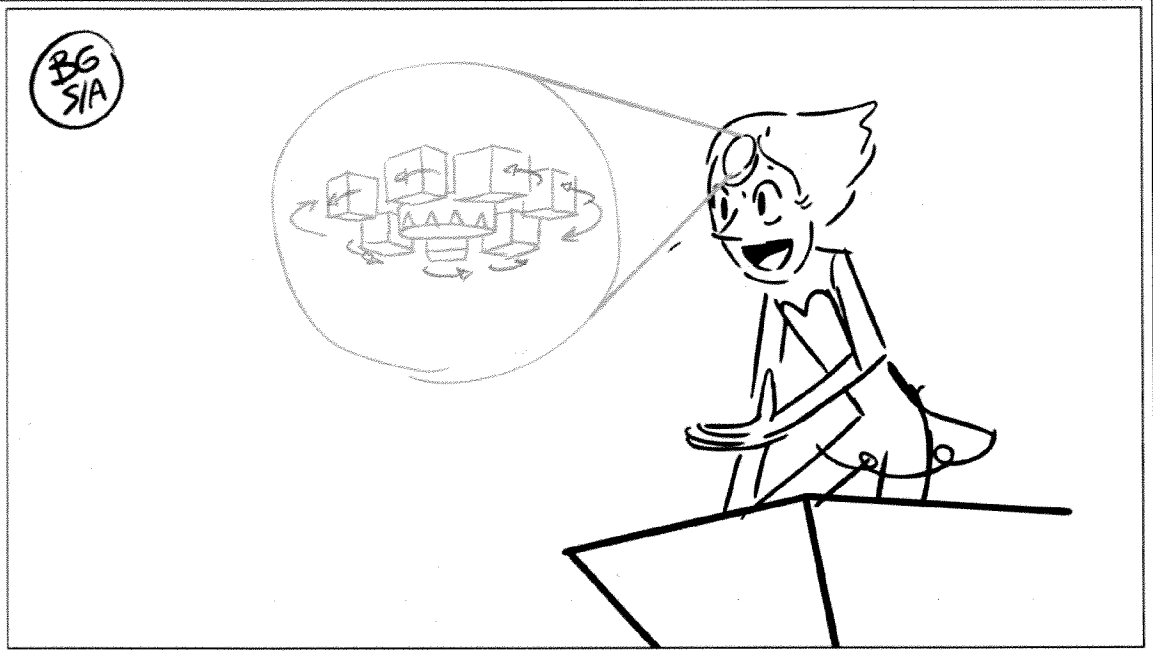
Scene 175 Panel 2



Slugging
0.04

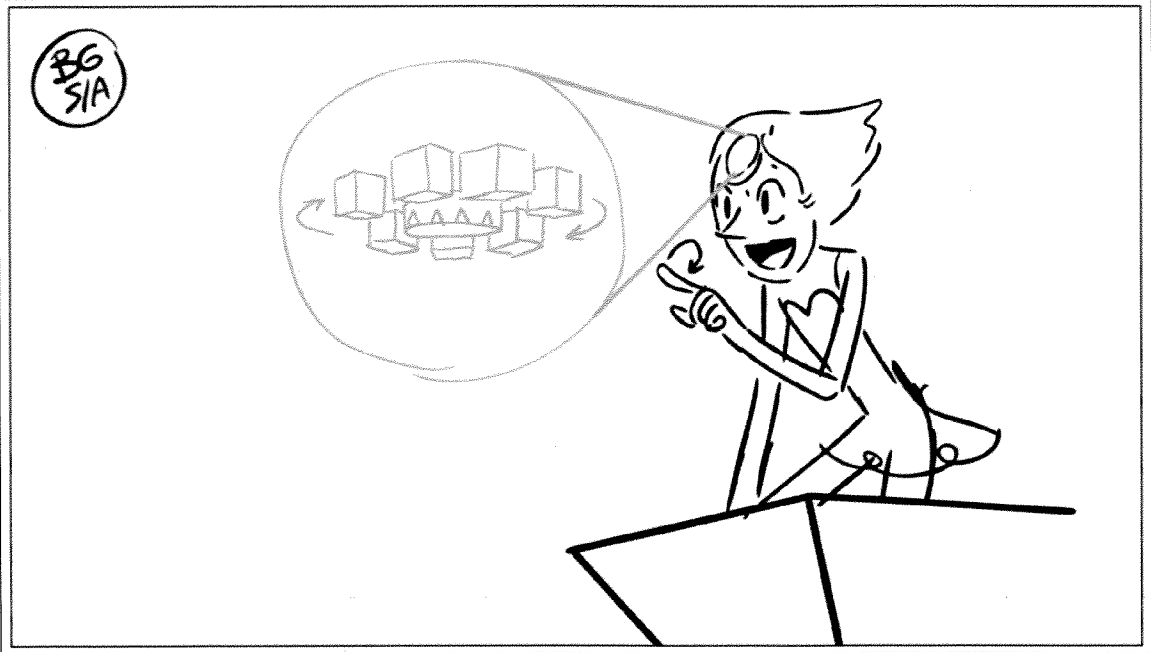
JUN 10 2013

Scene 175 Panel 3
CONT



Slugging
0.13

Scene 175 Panel 4
CONT



Dialog
PEARL: THIS GEM POWERED MECHANISM.

Slugging
Panels 4 + 5 x 6.5 = 0.08

Total frames: 3.06

Notes
PEARL moves her fingertip in a circle.

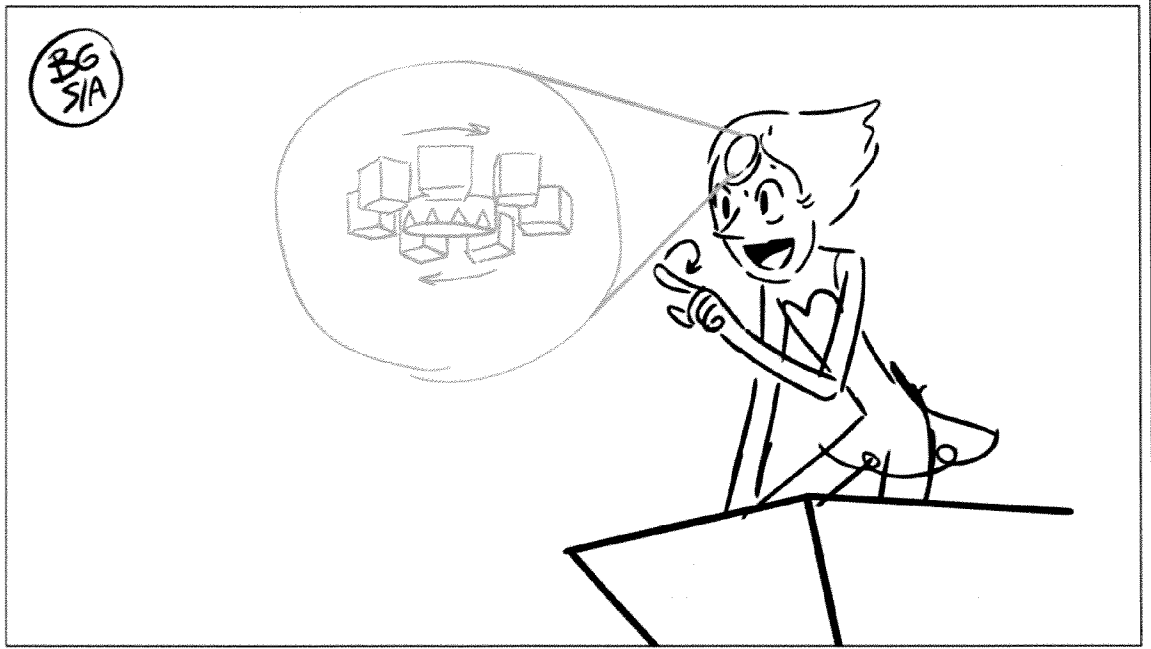
JUN 10 2013

1020.007

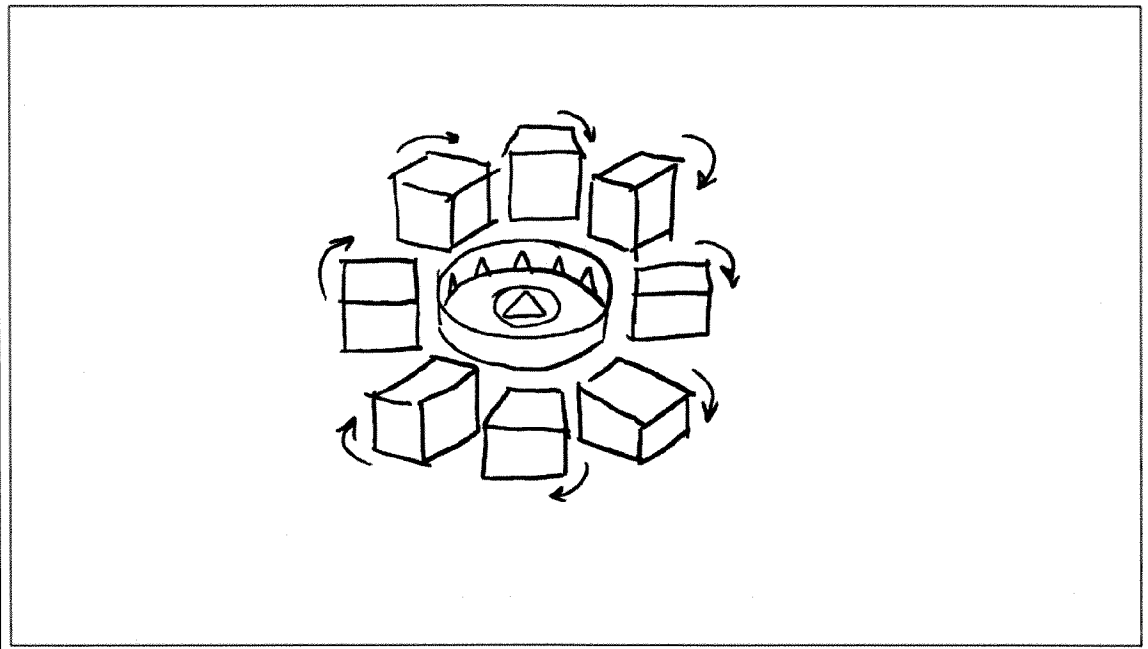
1020.007

1020.007

Scene 175 Panel 5



Scene 176 Panel 1



Dialog
PEARL: IT'S MANIPULATING THE ROOMS ABOVE US.

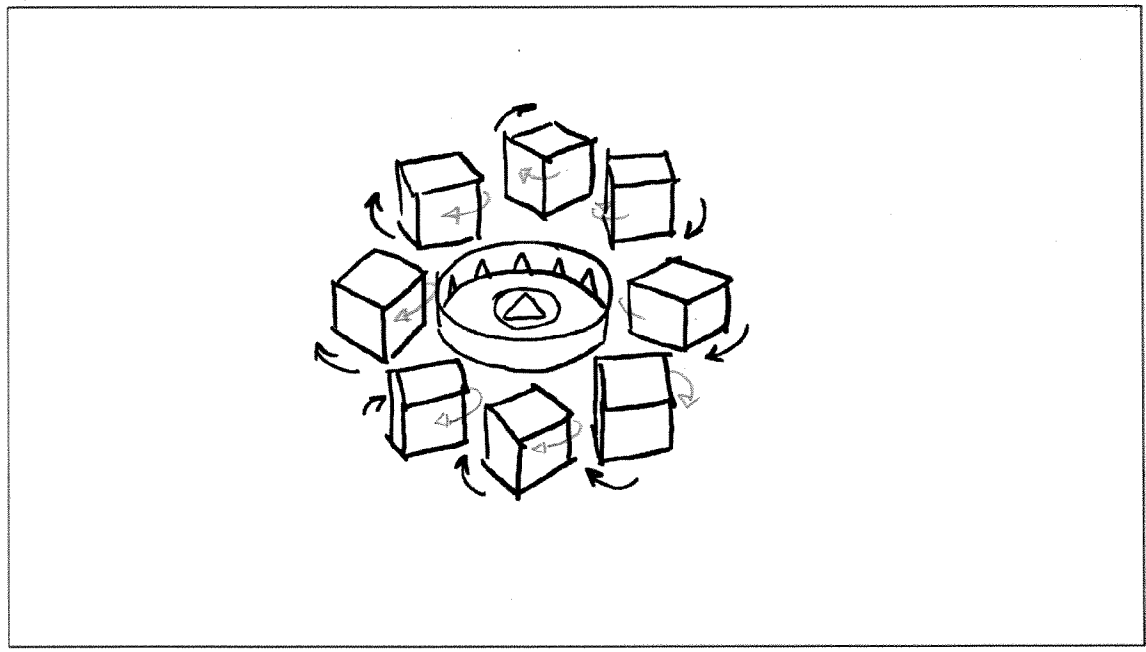
Slugging
Panels 6 + 7 x 3 = 0.10
Total frames: 1.14
JUN 10 2013

1020.007

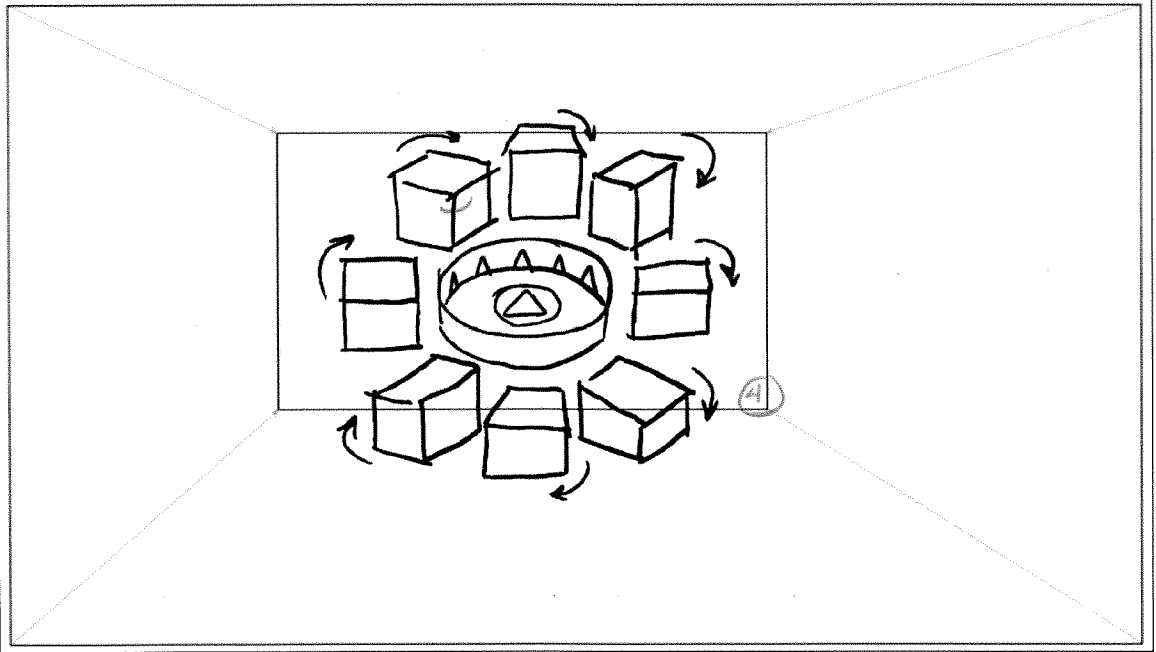
1020.007

1020.007

Scene 176 CONT Panel 2



Scene 176 CONT Panel 3



Slugging
ADJ: 0.13

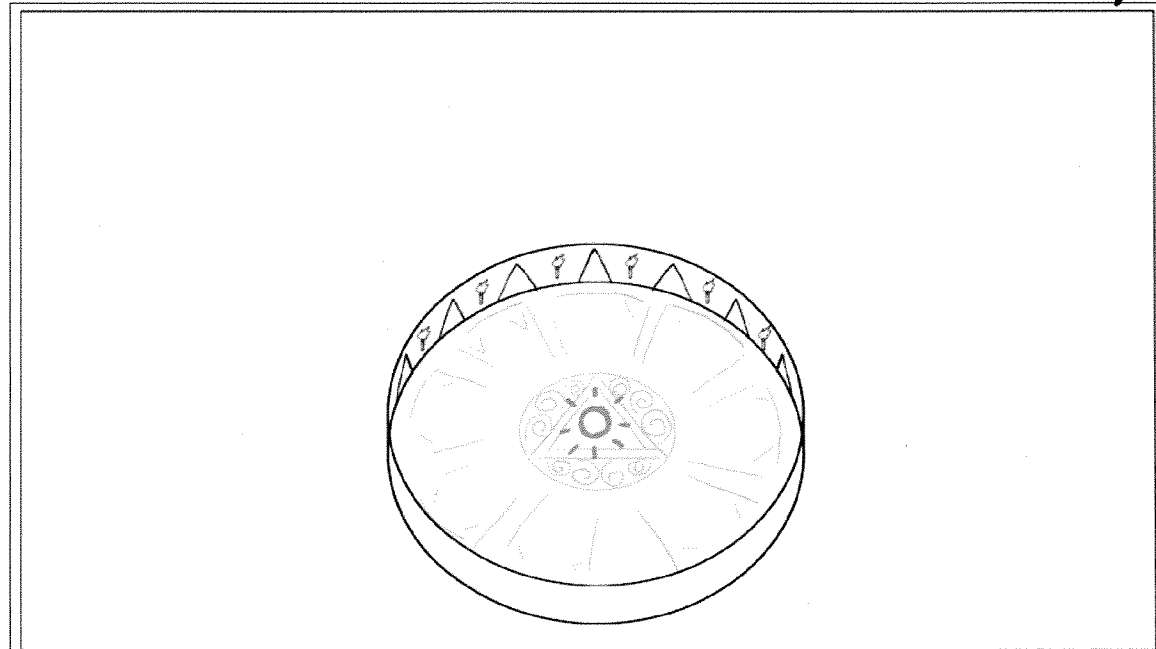
JUN 10 2013

1020-007

1020-007

1020-007

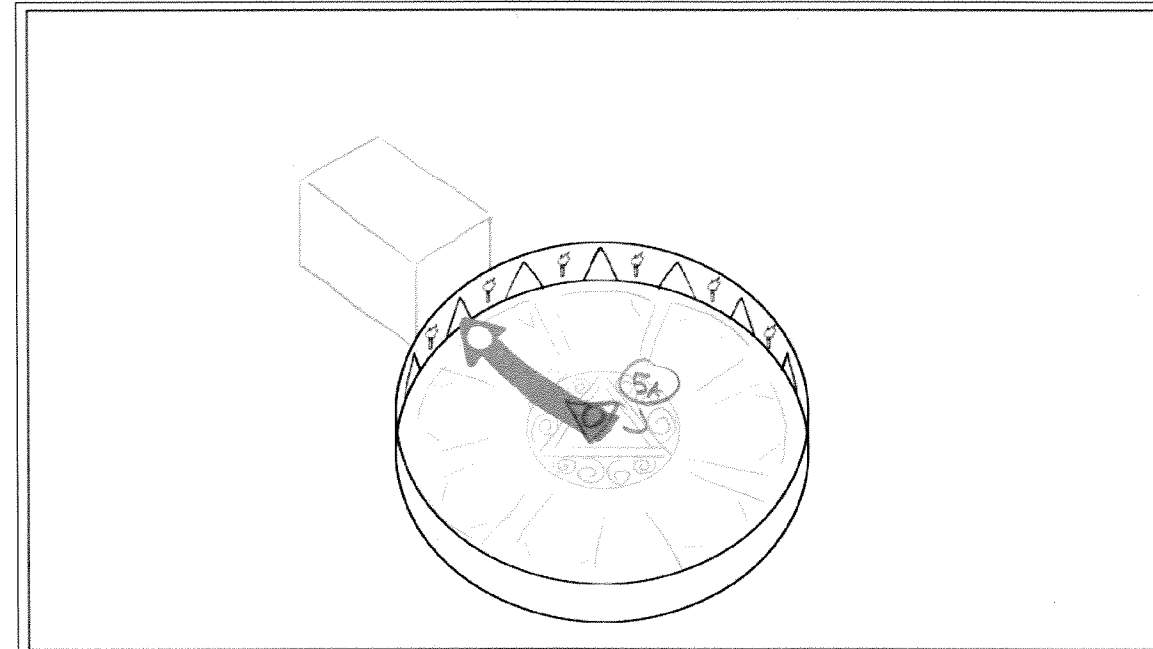
Scene 176 Panel 4
CONT



Dialog
PEARL: EVERY ROOM...

Slugging
0.10

Scene 176 Panel 5
CONT



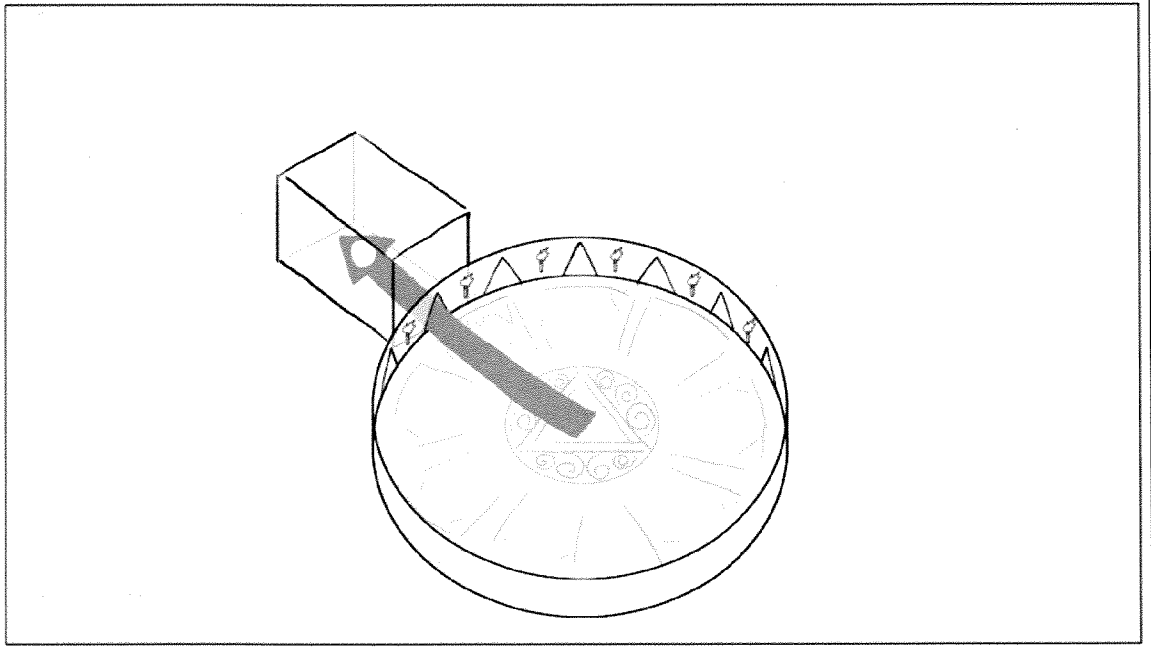
Dialog
PEARL: ..WE...

Slugging
0.10
JUN 10 2013

1020-007

1020-007

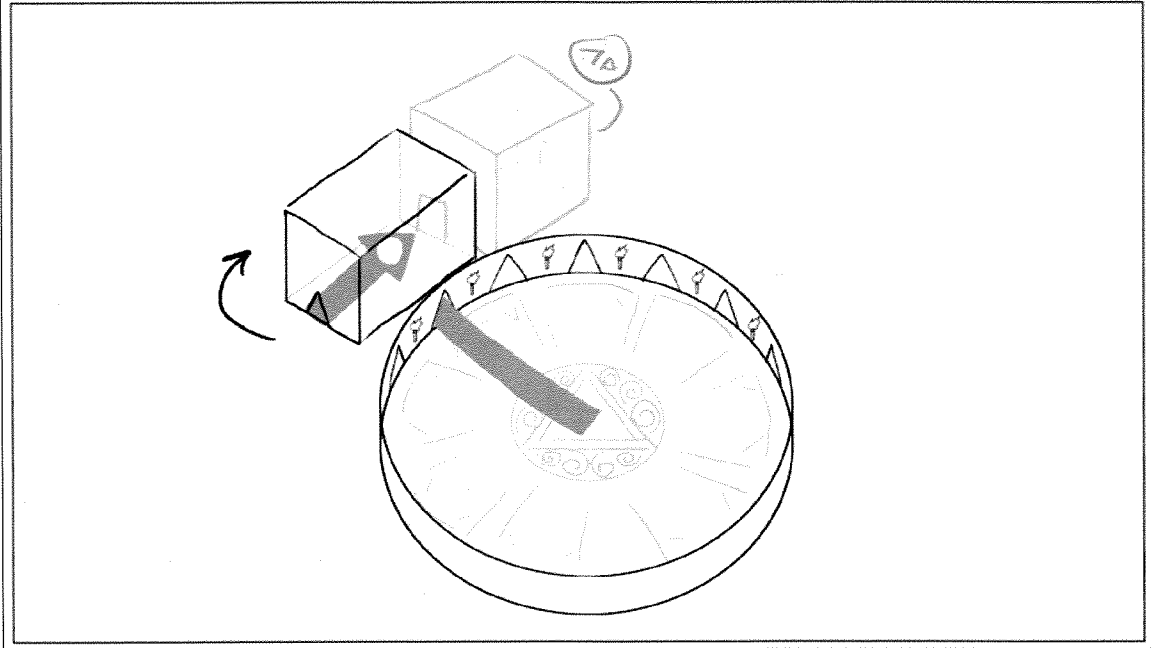
Scene 176 Panel 6
CONT



Dialog
PEARL: ...ENTERED....

Slugging
0.12

Scene 176 Panel 7
CONT



Dialog
PEARL: ...SPUN US...

Slugging
0.10
JUN 10 2003

1020-007

1020-007

Scene	Panel
176	CONT 8
<p>Dialog</p> <p>PEARL: ...UNTIL WE...</p>	
<p>Slugging</p> <p>0.09</p>	

Scene	Panel
176	CONT 9
<p>Dialog</p> <p>PEARL: ...CAME BACK...</p>	
<p>Slugging</p> <p>0.11</p> <p>JUN 10 2013</p>	

1020-007

Scene	Panel
176	CONT 10

Dialog
PEARL: ...TO THE...

Slugging
0.14

Scene	Panel
176	CONT 11

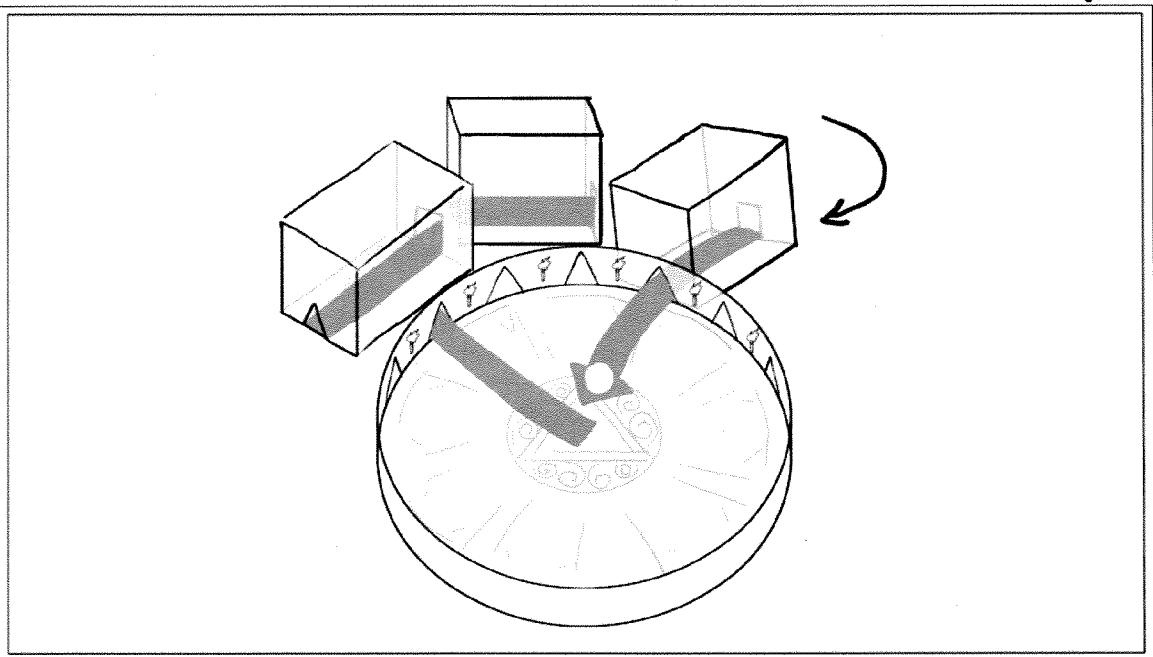
Dialog
PEARL: ...CENTRAL...

Slugging
0.13

JUN 10 2013

1020-007

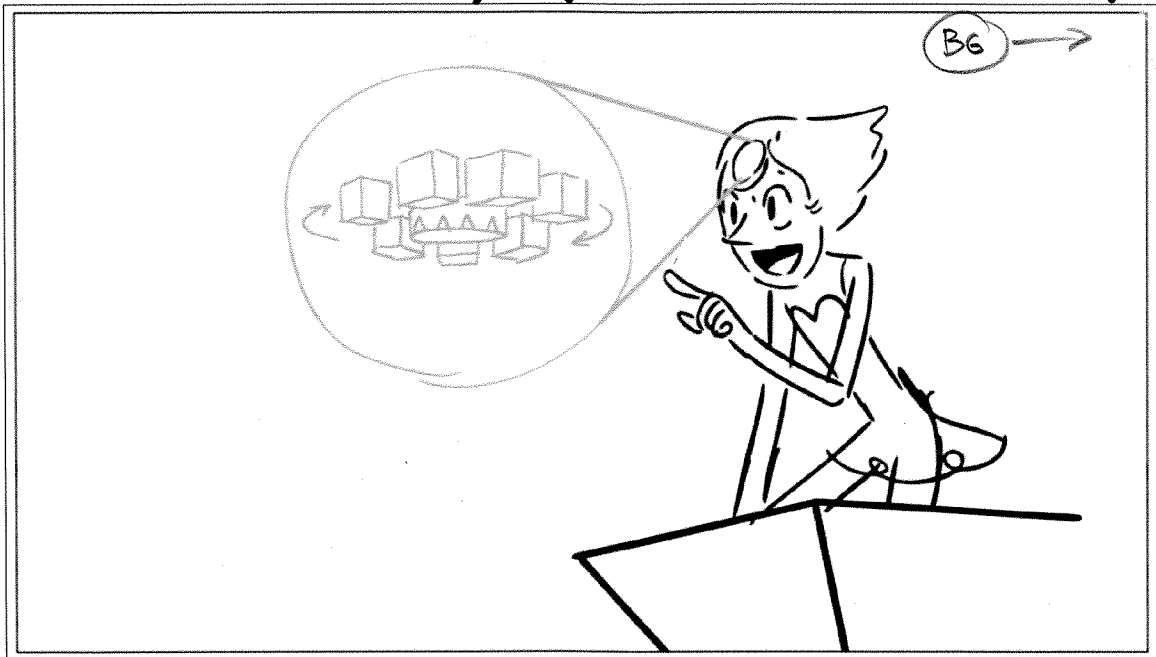
Scene 176 Panel 12



Dialog
PEARL: ...CHAMBER.

Slugging
1.08

Scene 176A Panel 1



Dialog
PEARL: IT'S JUST LIKE...

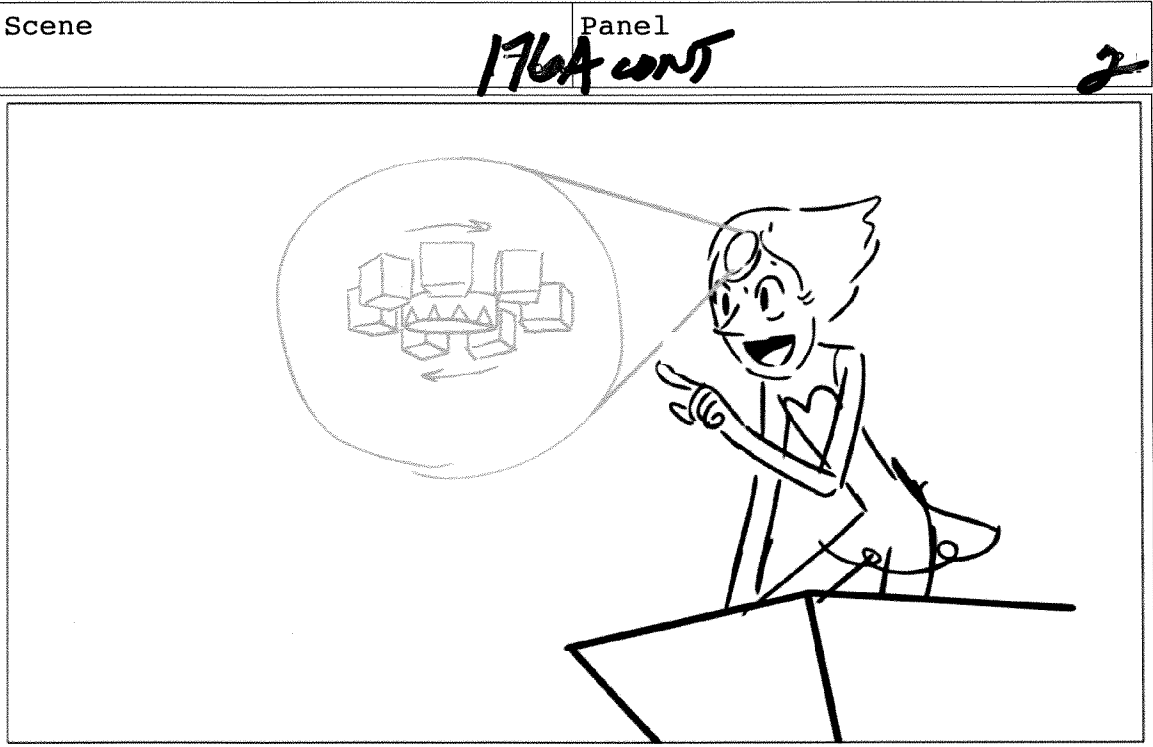
Action Notes
Pearl spins finger in a clockwise circle, pointing towards projection.

Slugging
Panels 10 + 11 x 3 = 0.08
Total frames: 1.08

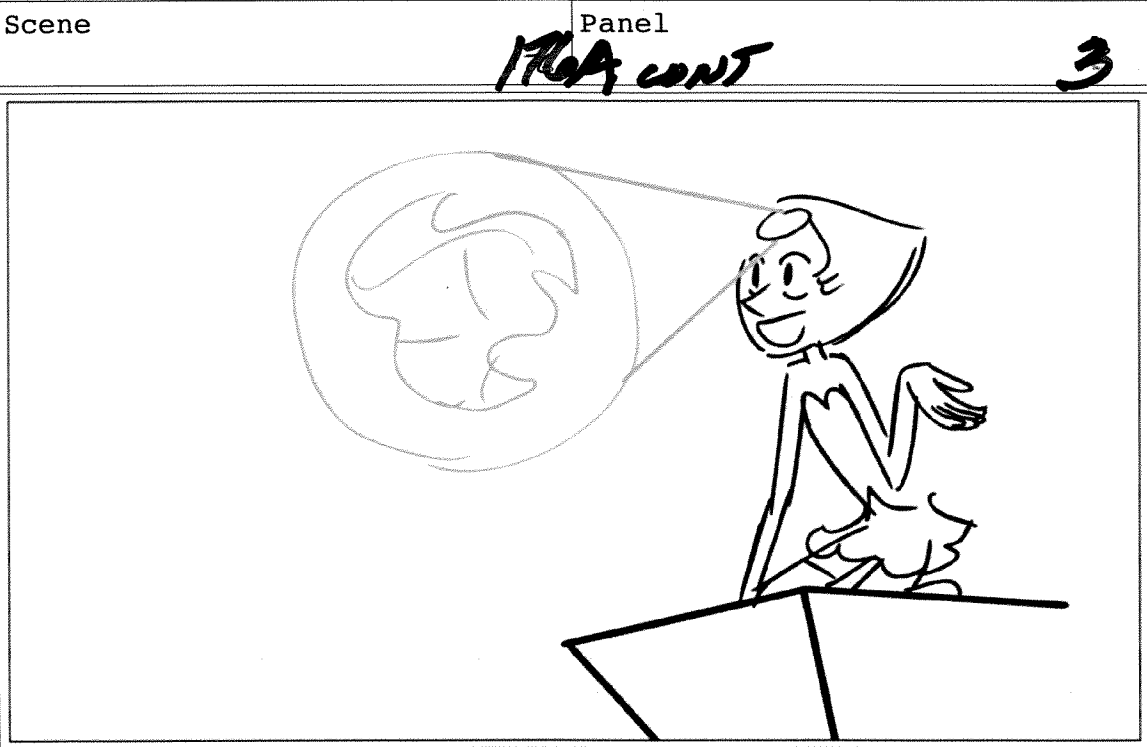
JUN 10 2013

1020-007

1020-007



Action Notes
Pearl spins finger in a clockwise circle, pointing towards projection.



Dialog
PEARL: ...THE...

Slugging
0.10

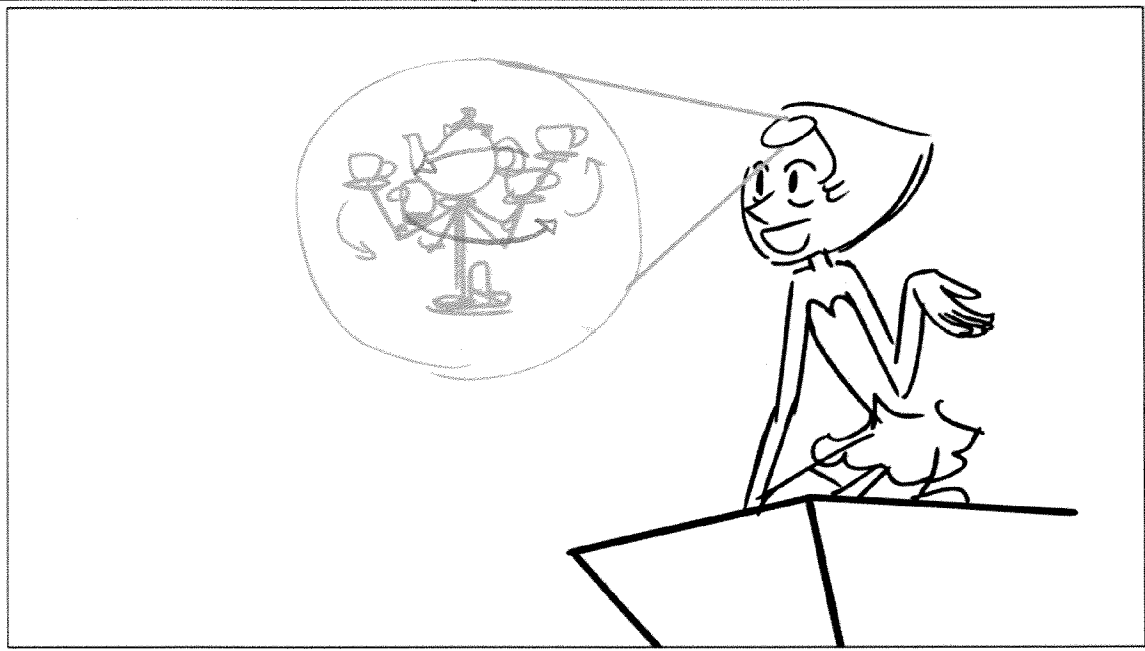
JUN 10 2013

1020.007

1020.007

1020.007

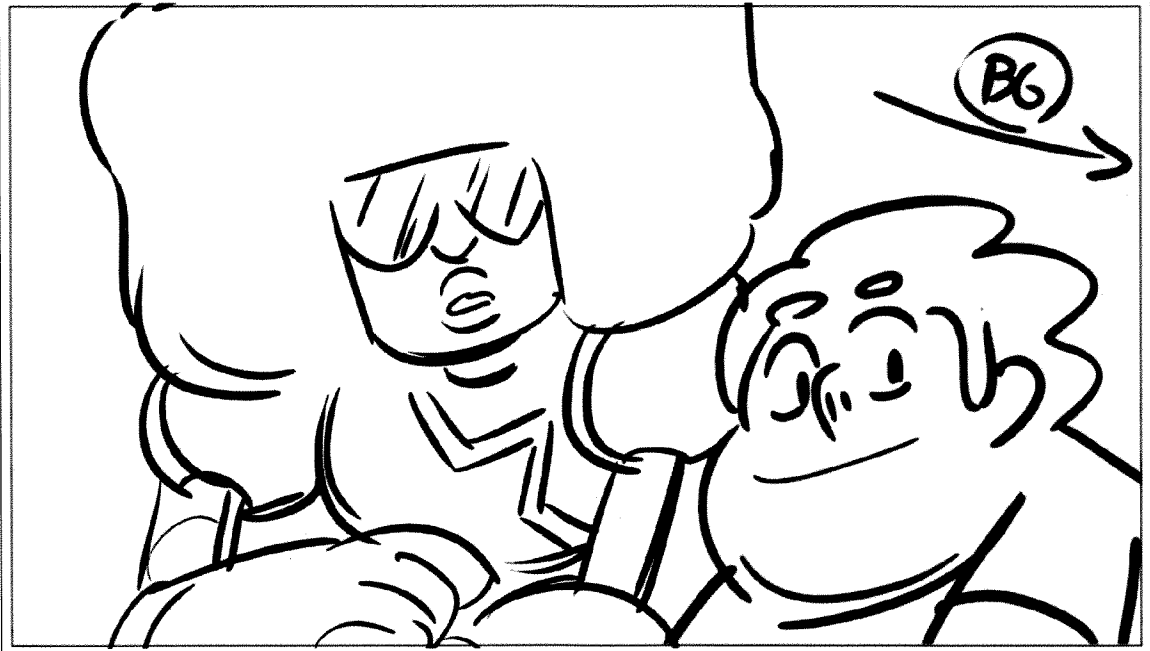
Scene 176A cont Panel 4



Dialog
PEARL: ...TEACUP RIDE AT FUNLAND!

Slugging
2.11

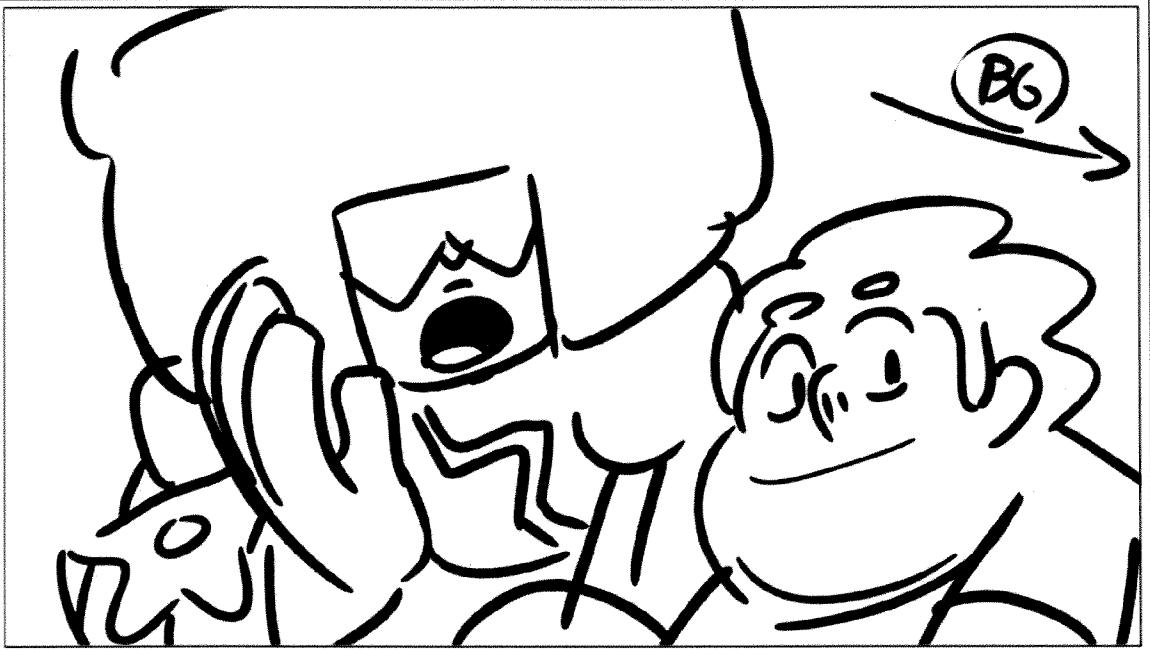
Scene 177 Panel 1



Action Notes
Background pans screen left to right.

Slugging
Panels 1 + 2 = 3.10
JUN 10 2013

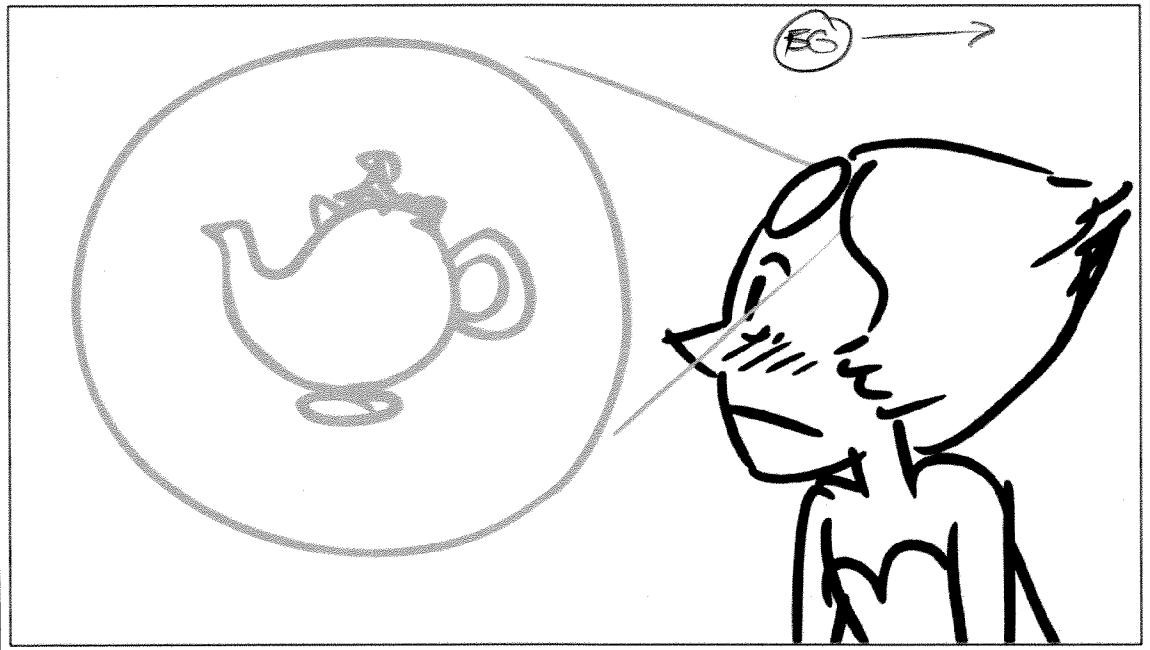
Scene 177 Panel 2
CONT



Dialog
GARNET: STEVEN ALREADY FIGURED THAT OUT!

Action Notes
Background pans screen left to right.

Scene 178 Panel 1



Action Notes
Background pans screen left to right.

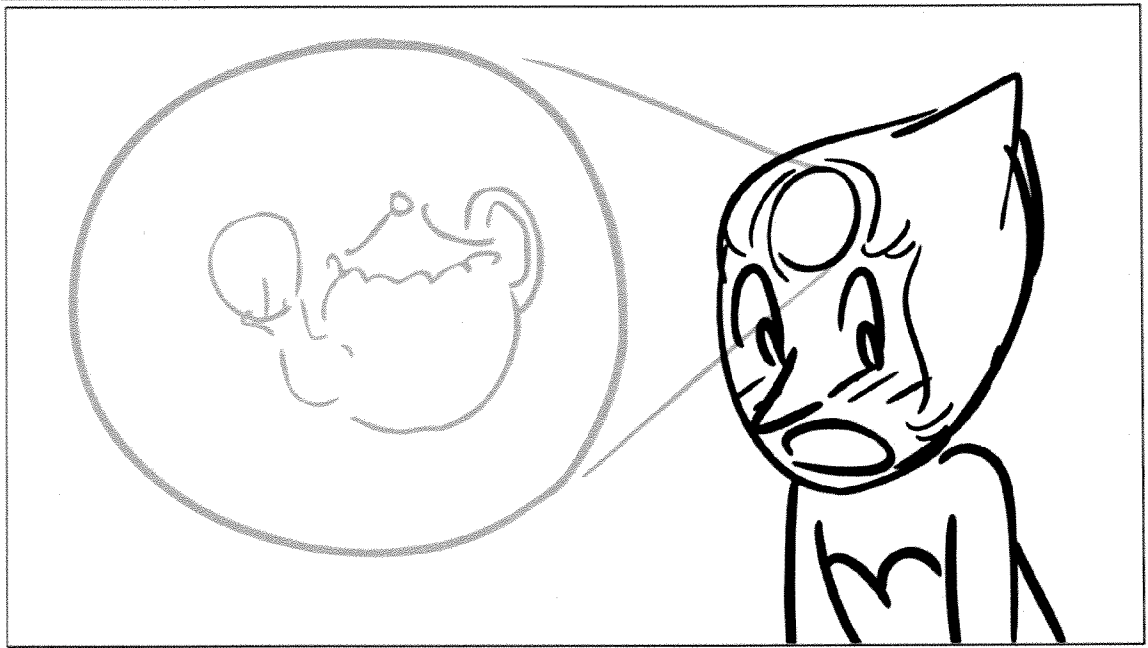
Slugging
0.11

JUN 10 2013

1020-007

1020-007

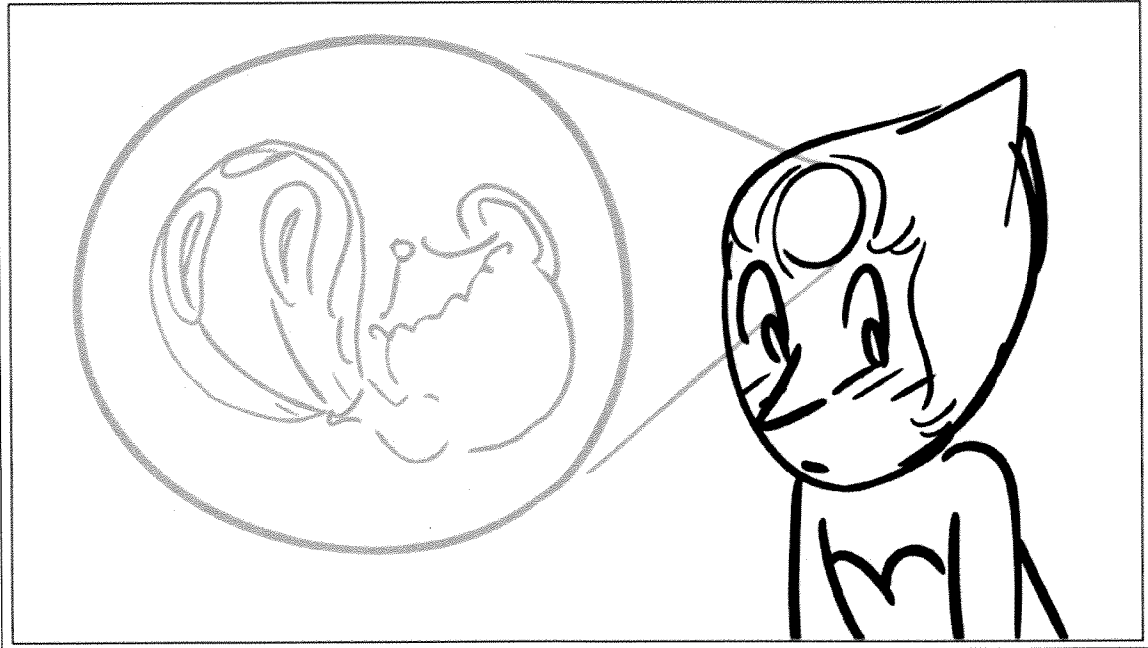
Scene 178 Panel **cont** 2



Dialog
PEARL: OH...

Slugging
0.10

Scene 178 Panel **cont** 3



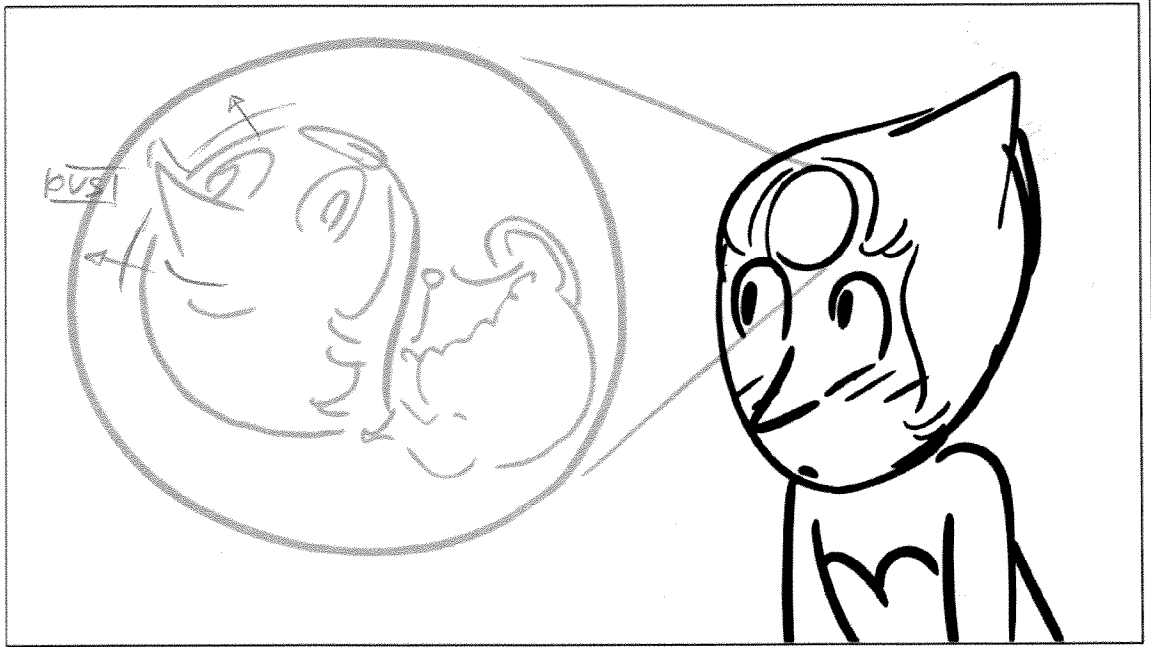
Slugging
0.10

JUN 10 2013

1020.007

1020.007

Scene 178 Panel 4
cont



Slugging
1.05

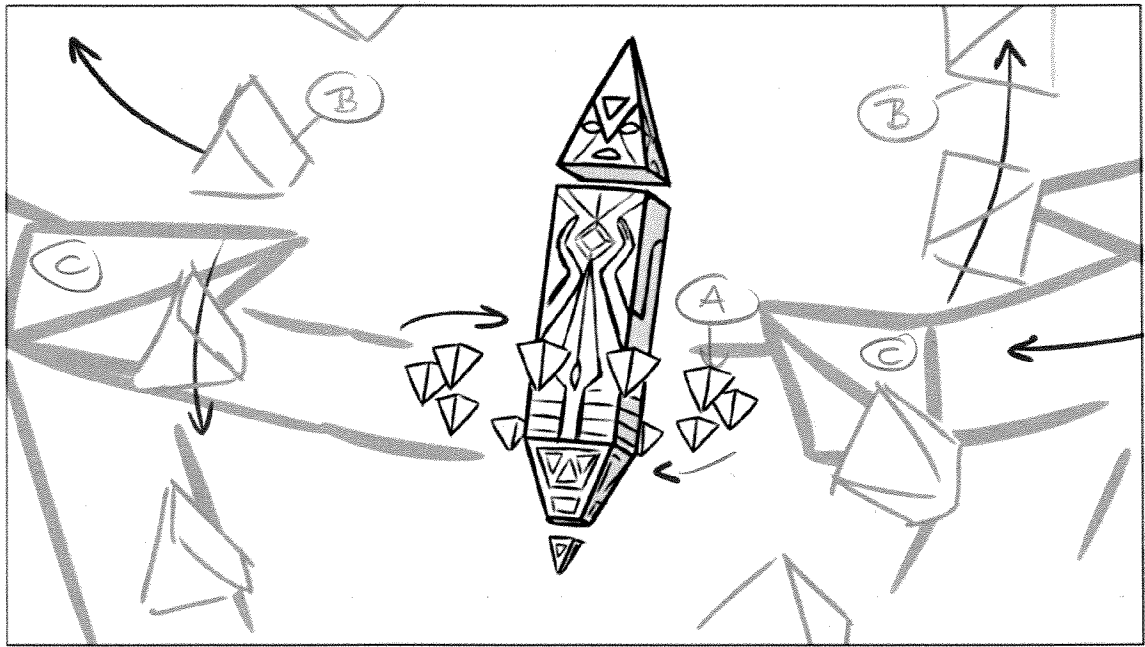
Scene 178 Panel 5
cont



Slugging
1.06

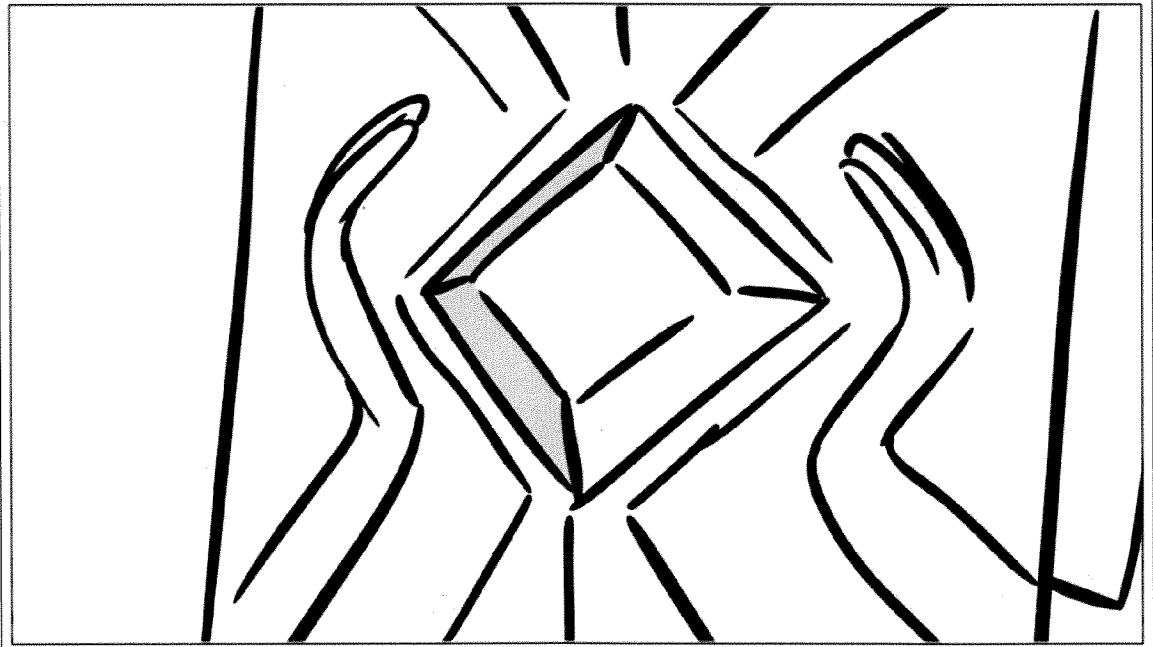
JUN 10 2013

Scene	Panel
179	1



Slugging
1.09

Scene	Panel
180	1



Slugging
0.08

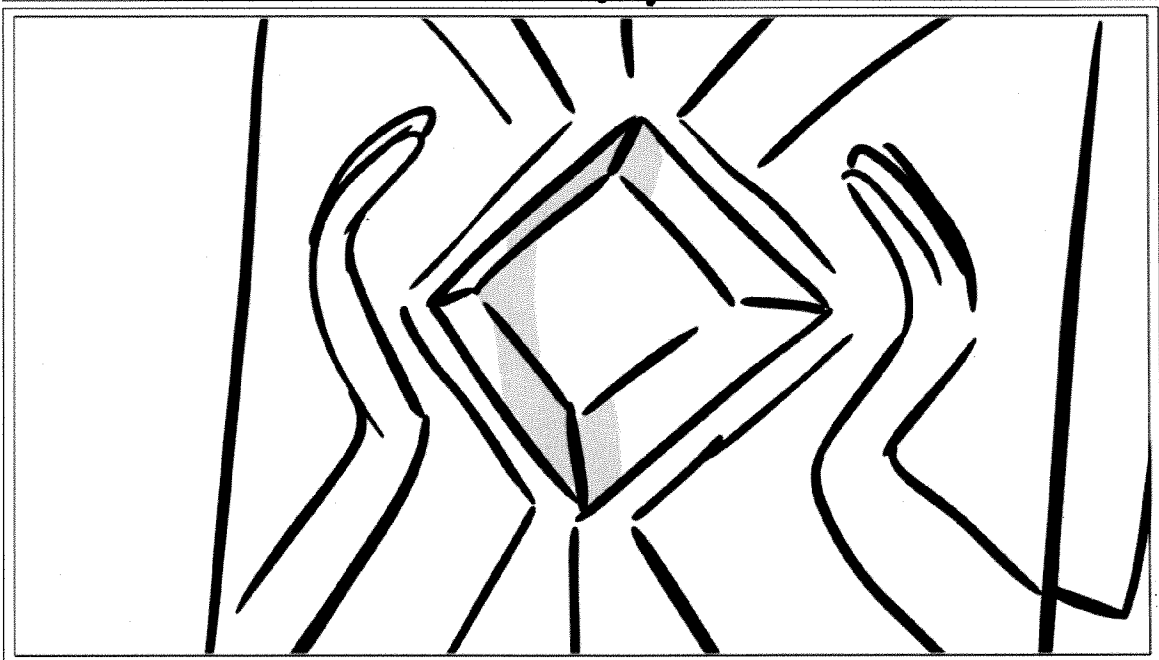
JUN 10 2013

1020.007

1020.007

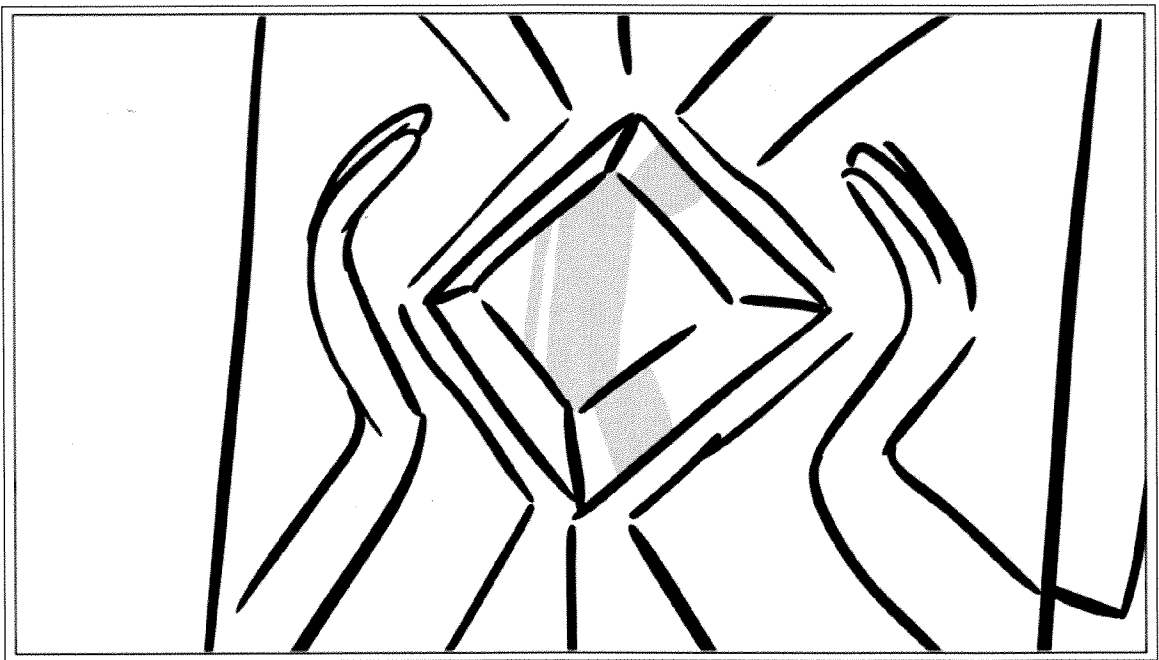
1020.007

Scene	Panel
180	2



Slugging
0.02

Scene	Panel
180	3



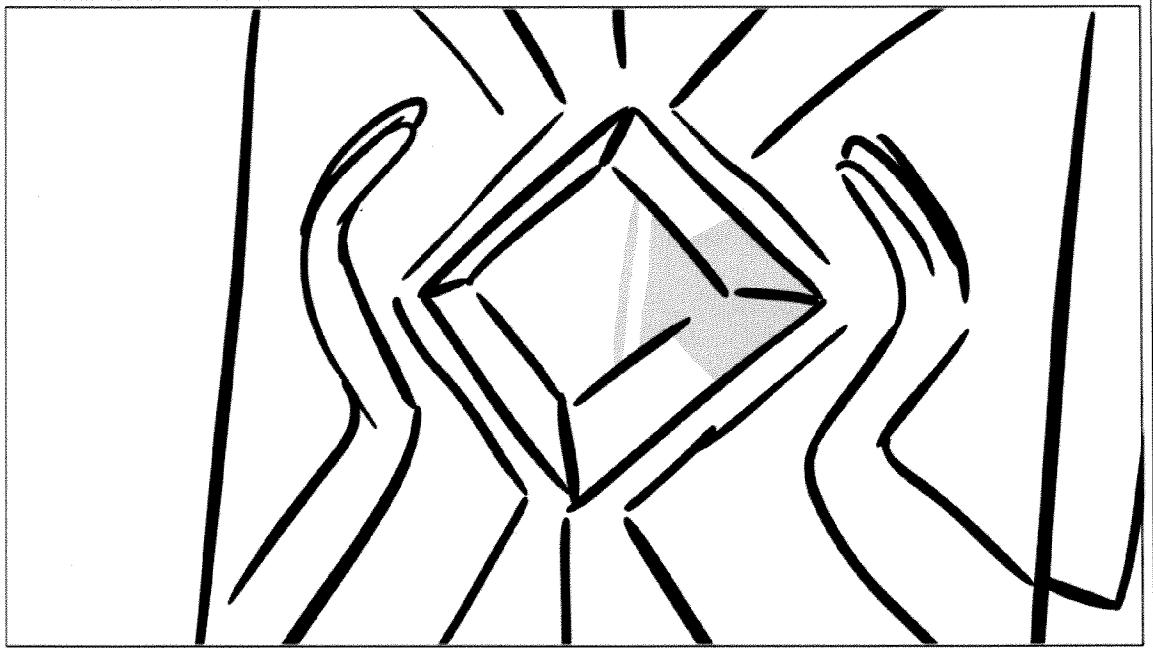
Slugging
0.02

JUN 10 2013

1020-007

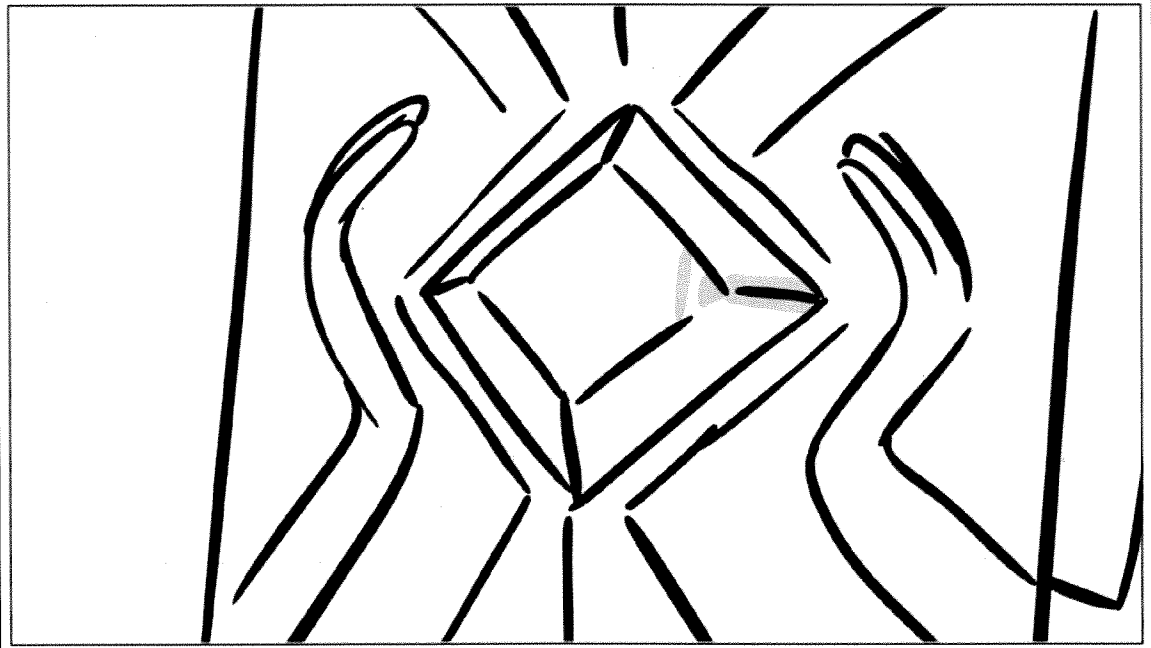
1020-007

Scene	Panel
180	cont
	4



Slugging
0.02

Scene	Panel
180	cont
	5



Slugging
1.01

JUN 10 2013

1020-007

1020-007

Scene	Panel
181	1

Dialog

STEVEN: <GASP>

Action Notes

Background pans screen left to right.

Slugging

0.14

Scene	Panel
181	2

Dialog

STEVEN: GARNET! I NEED TO GET OFF THE RIDE NOW!

Slugging

ADJ: 0.04

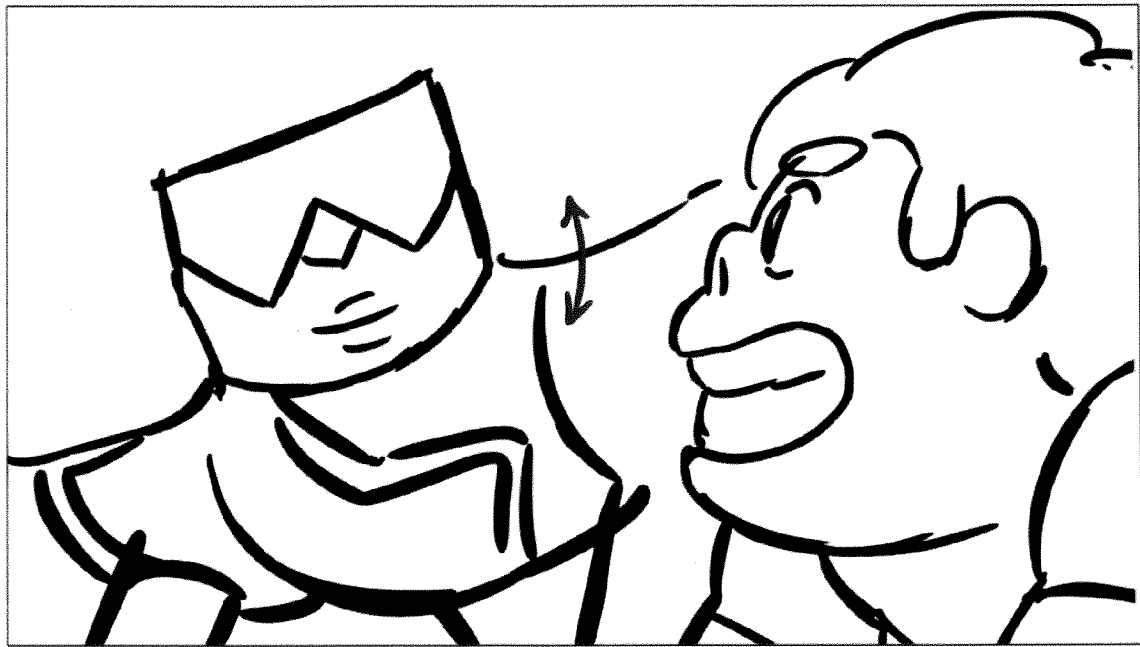
Then HOLD: 3.11

JUN 1 0 2013

1020.007

1020.007

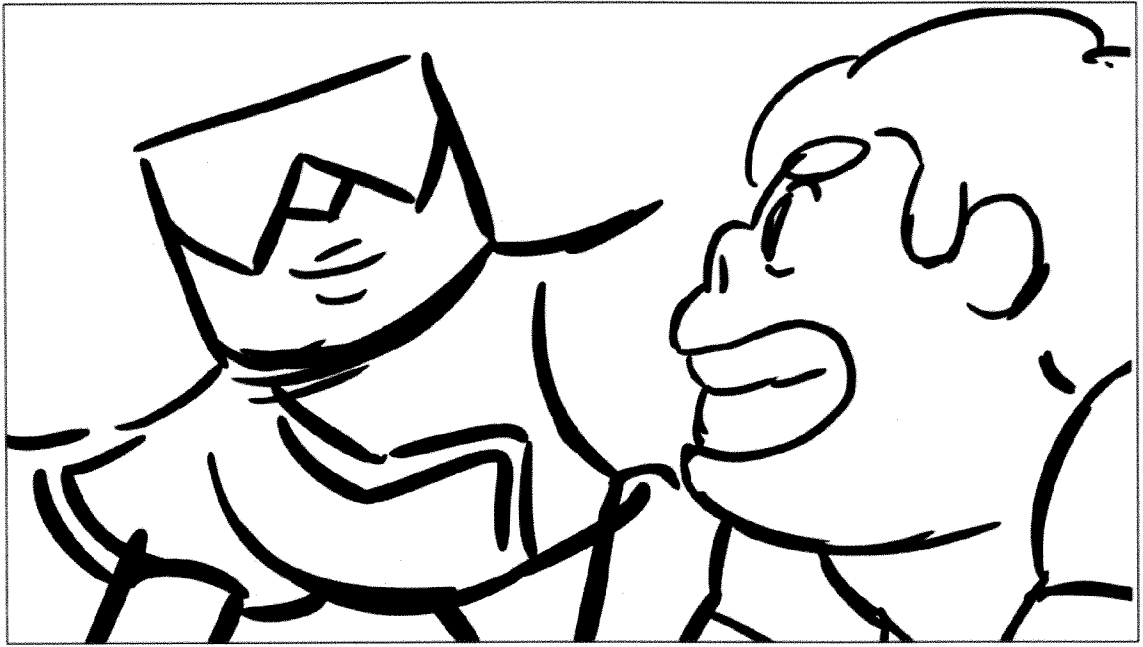
Scene 181 Panel 3
cont



Action Notes
Garnet nods.

Slugging
0.06

Scene 181 Panel 4
cont



Slugging
0.09

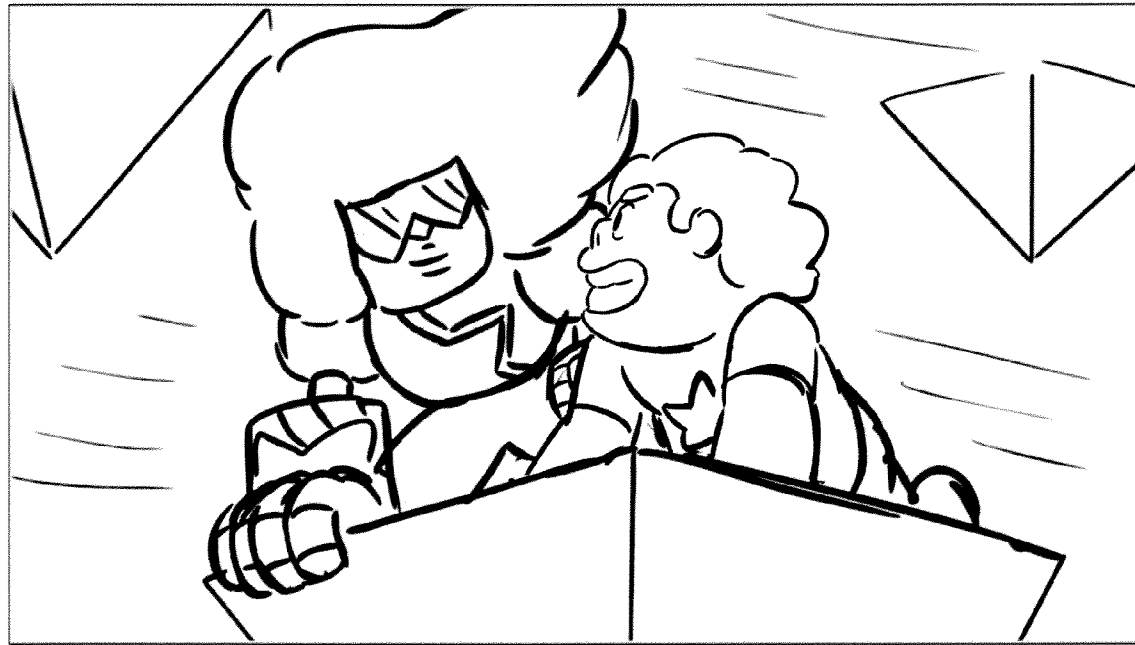
JUN 10 2013

1020-007

1020-007

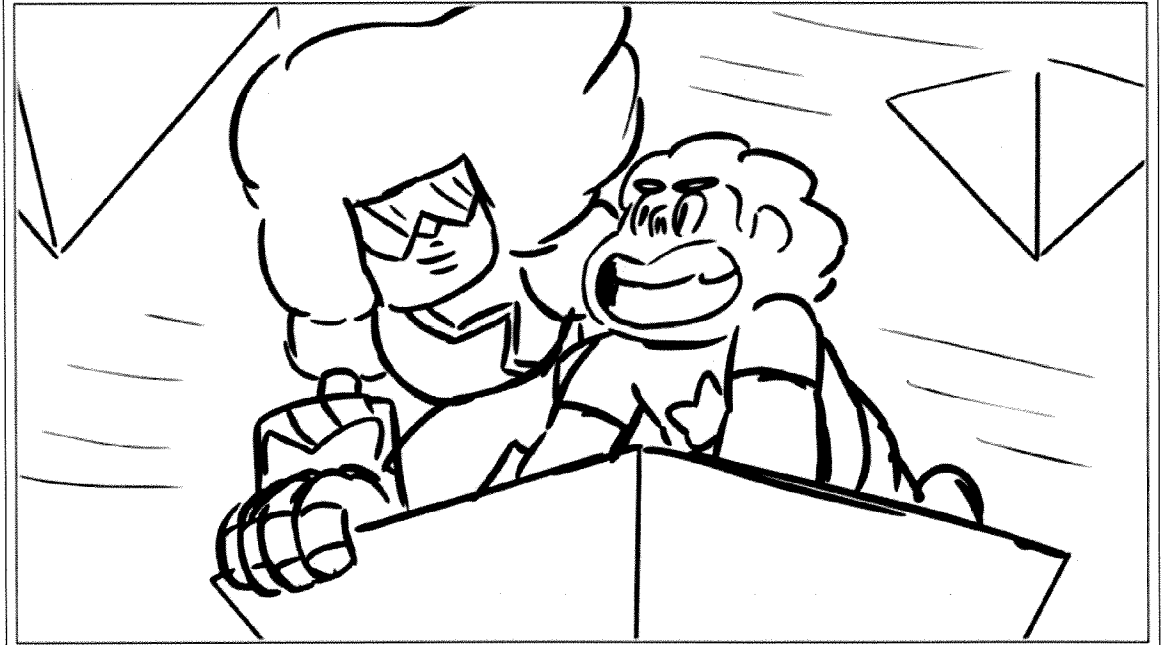
1020-007

Scene	Panel
182	1



Slugging
Panels 1 + 2 = 0.07

Scene	Panel
182	cont



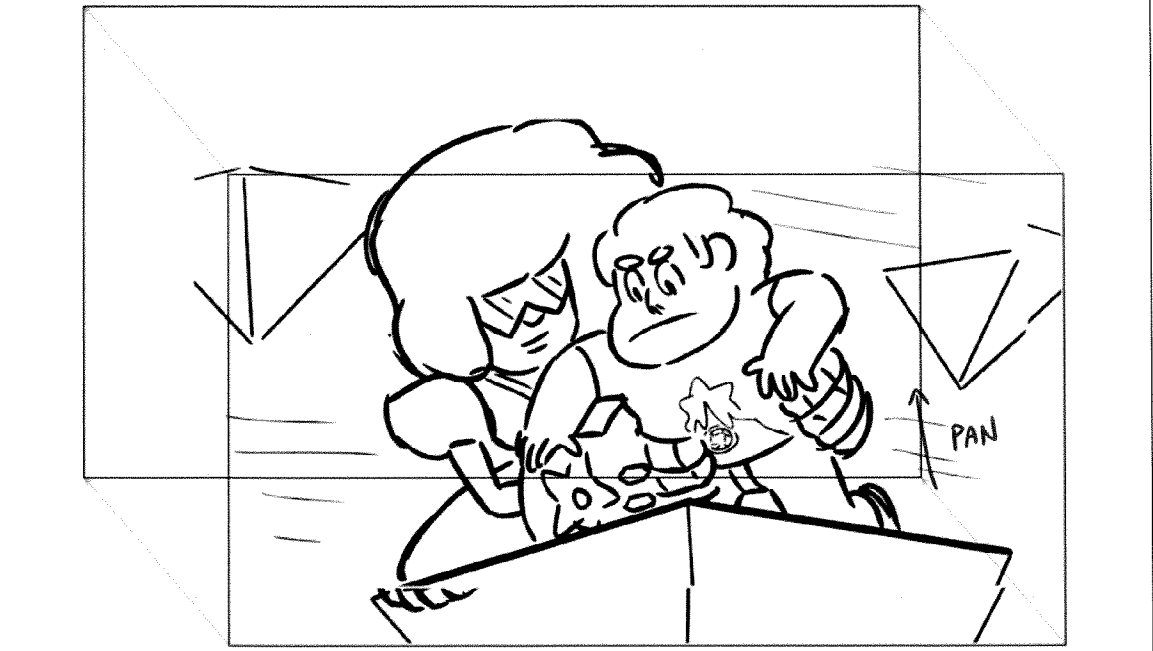
JUN 10 2013

1020.007

1020.007

1020.007

Scene 182 Panel 3
CONT



Slugging
ADJ: 0.10

Scene 182 Panel 4
CONT



Dialog
GARNET: SERIOUS STEVEN...

Slugging
2.14

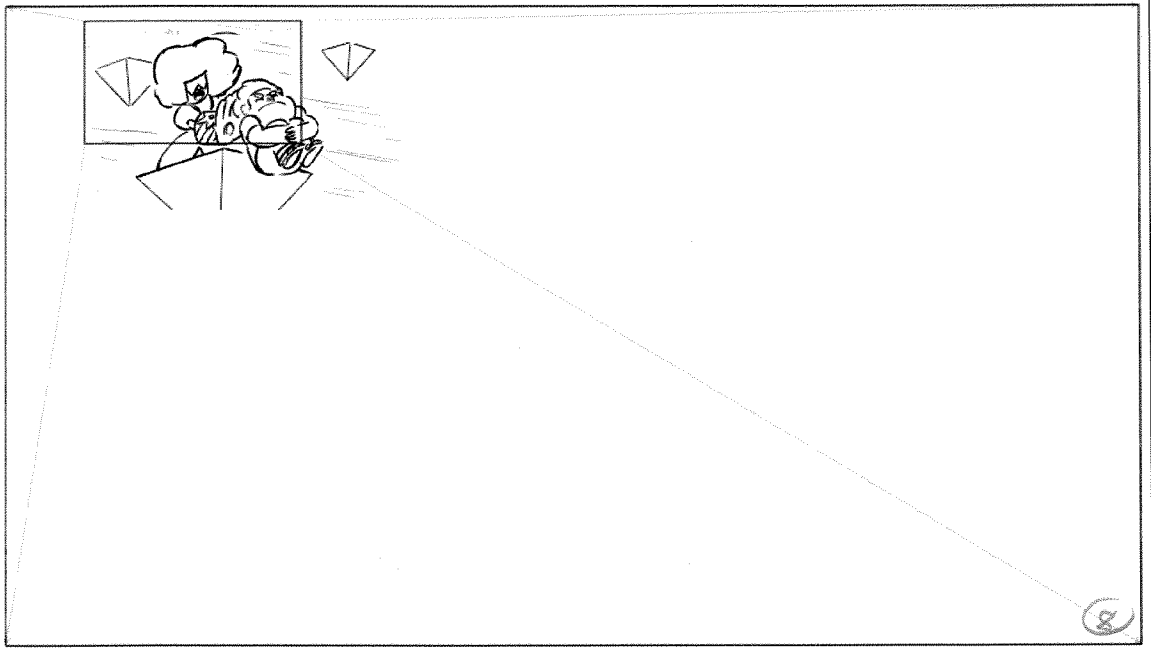
JUN 10 2013

1020.007

1020.007

1020.007

Scene 182 Panel 5
CONT

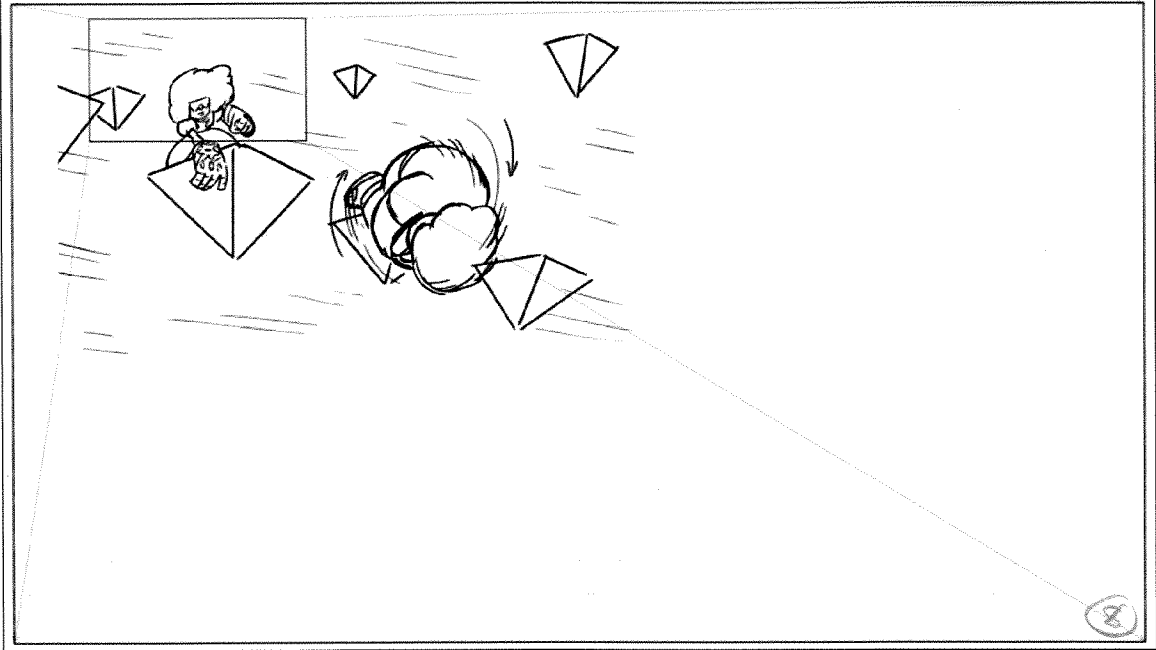


Dialog
GARNET: (*THROWING STEVEN) GOOOOOOOOO!

Slugging
Panels 5 through 9 = ADJ: 2.10

ADJ: 0.08

Scene 182 Panel 6
CONT



Dialog
GARNET: (*THROWING STEVEN) GOOOOOOOOO!

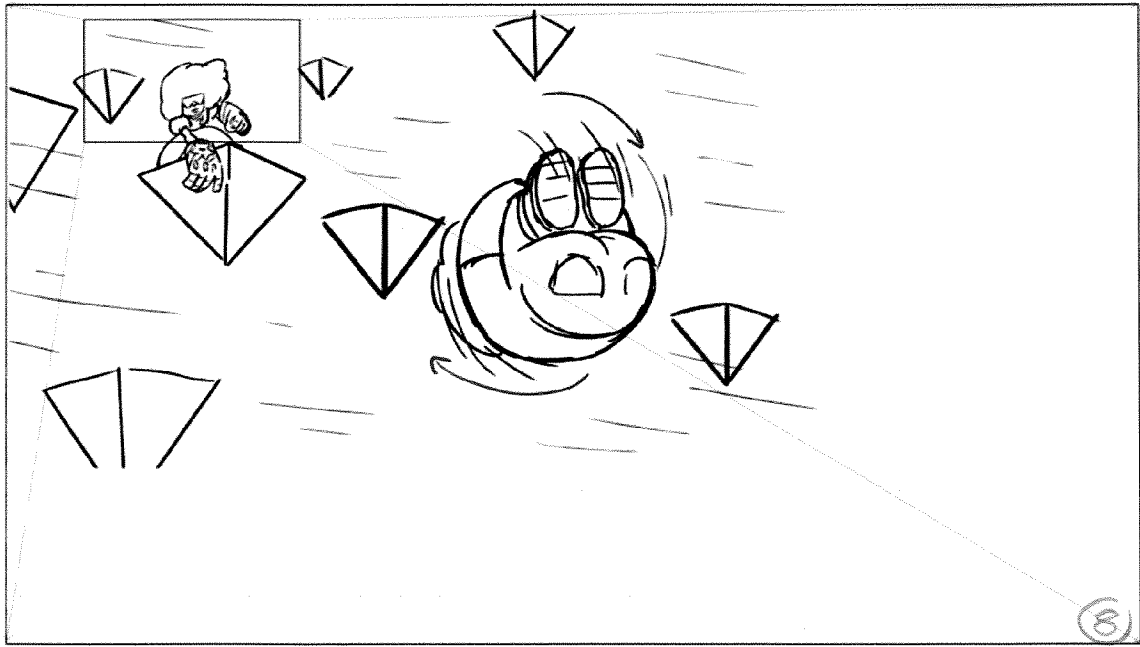
Slugging
ADJ: 0.08

JUN 10 2013

1020.007

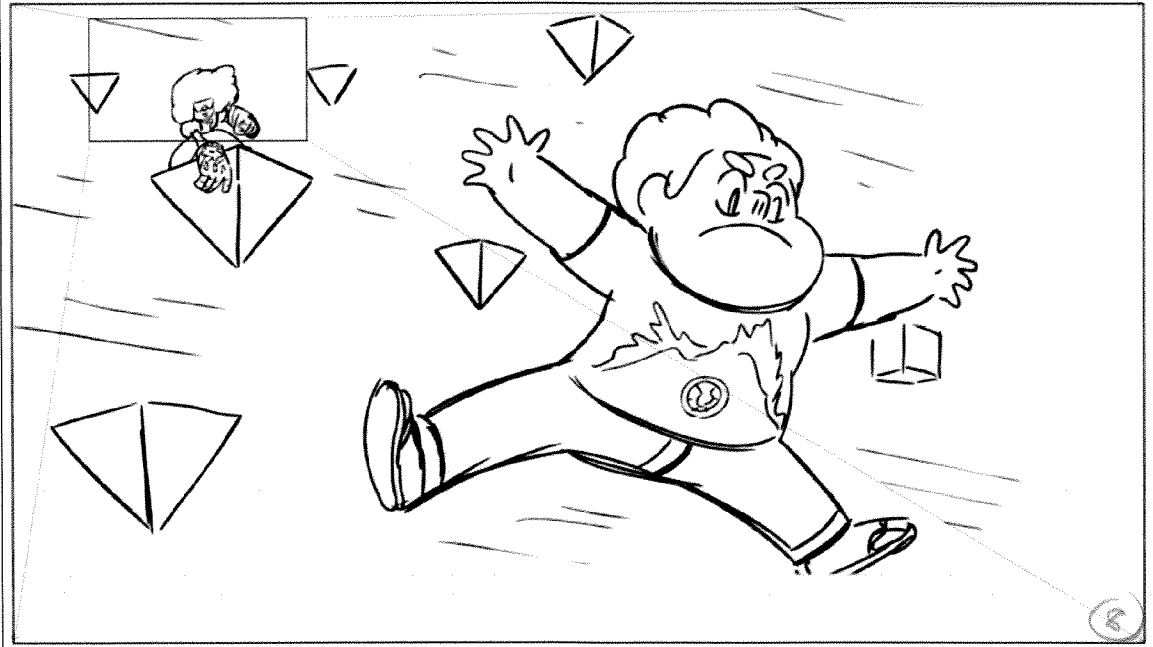
1020.007

Scene 182 *cont* Panel 7



Slugging
ADJ: 0.11

Scene 182 *cont* Panel 8



Slugging
ADJ: 0.07

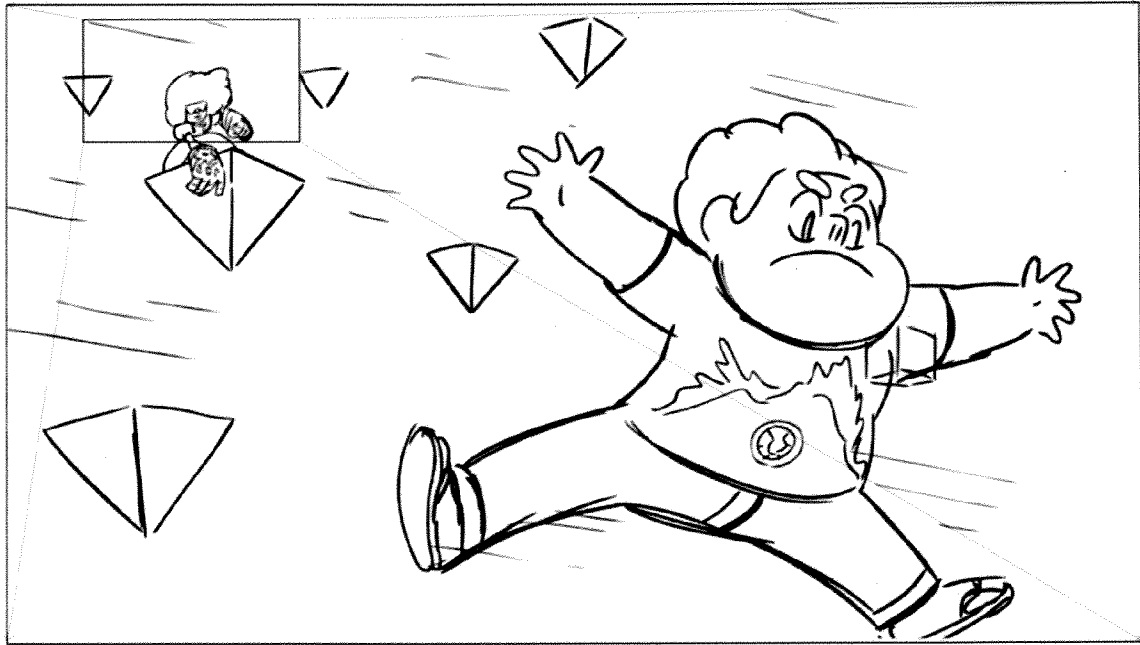
JUN 10 2013

1020.007

1020.007

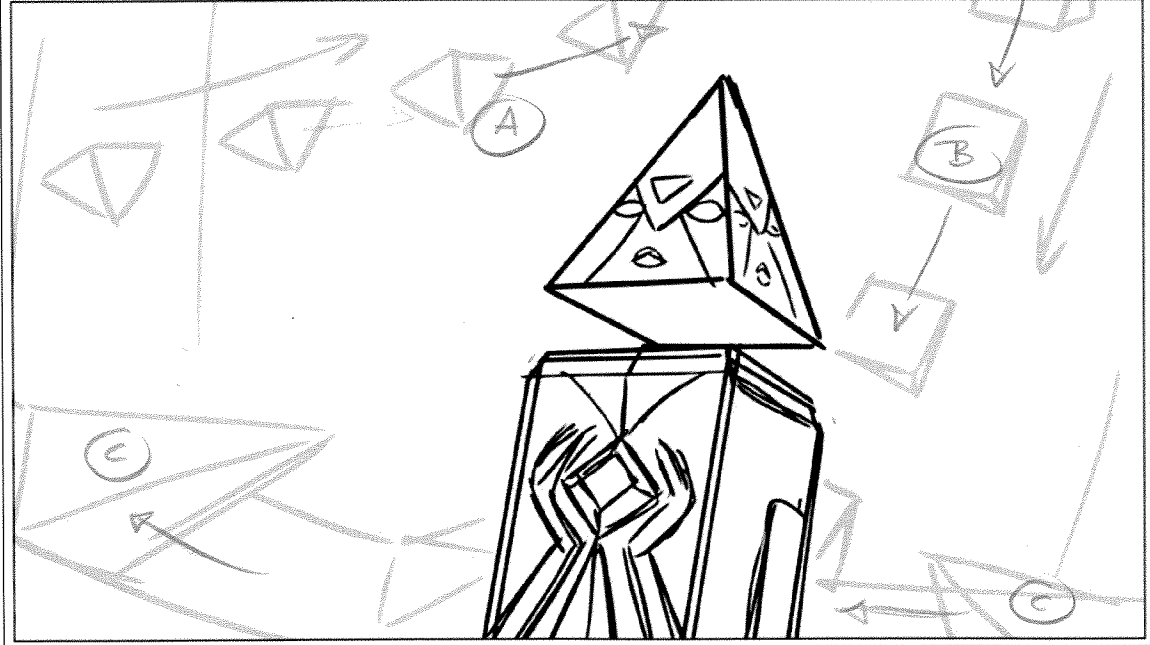
1020.007

Scene 182 Panel 9



Slugging
ADJ: 0.08

Scene 183 Panel 1



Slugging
0.08

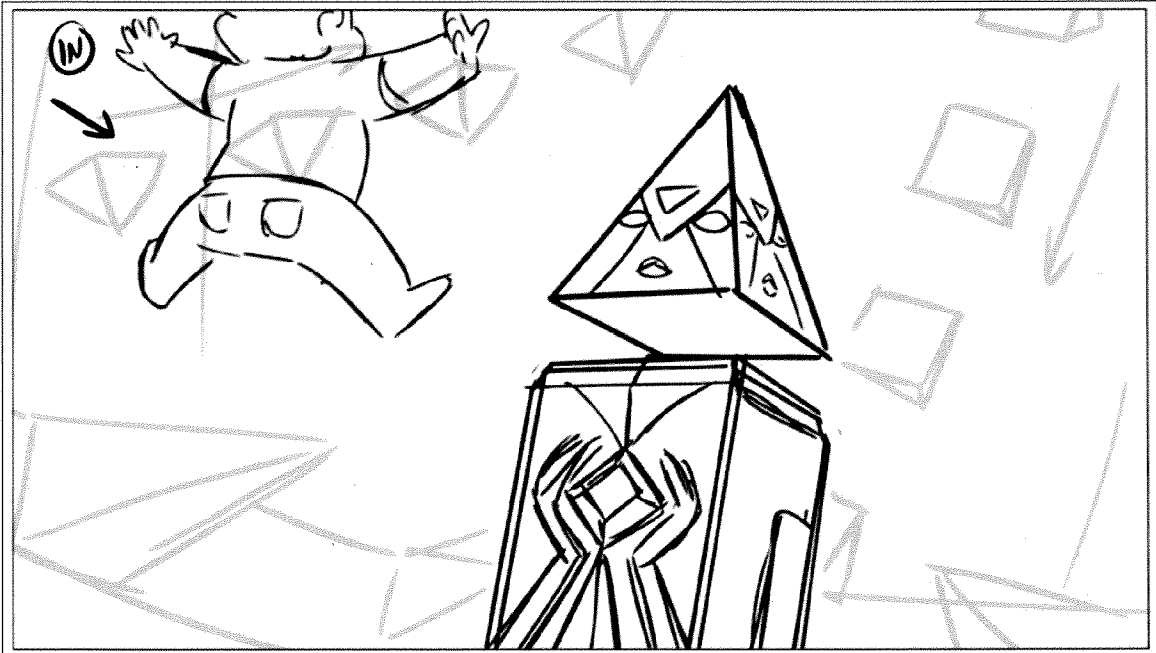
JUN 10 2013

1020-007

1020-007

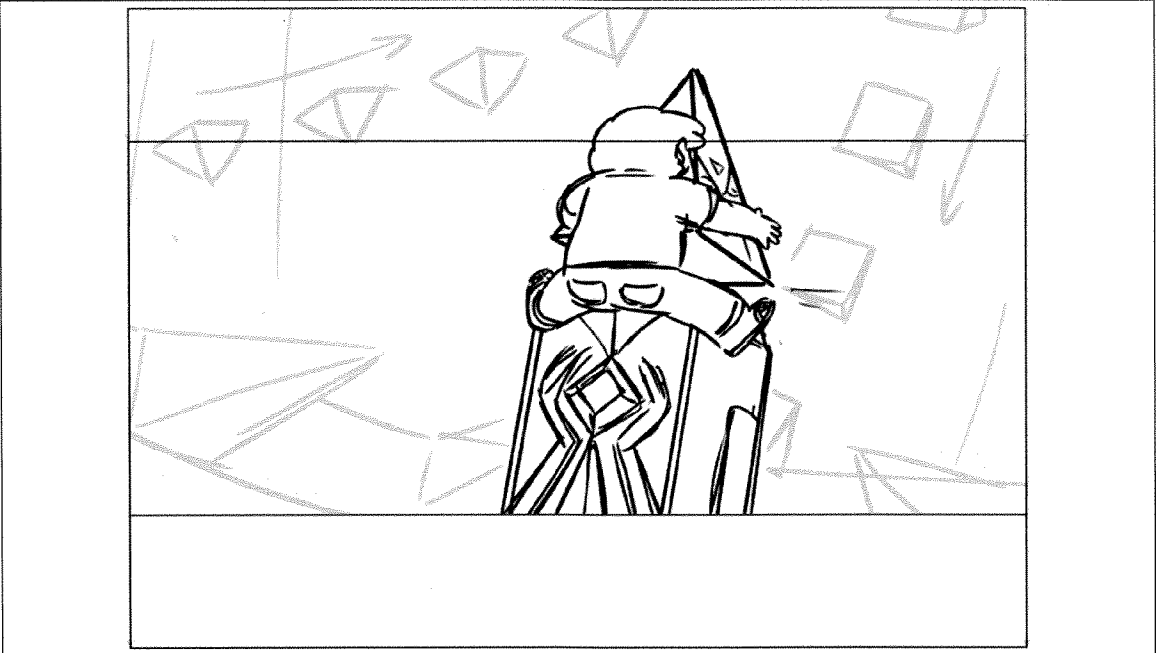
1020-007

Scene	Panel
183	CONT 2



Slugging
0.04

Scene	Panel
183	CONT 3



Dialog
STEVEN: OOOF!

Slugging
HOLD: 0.12

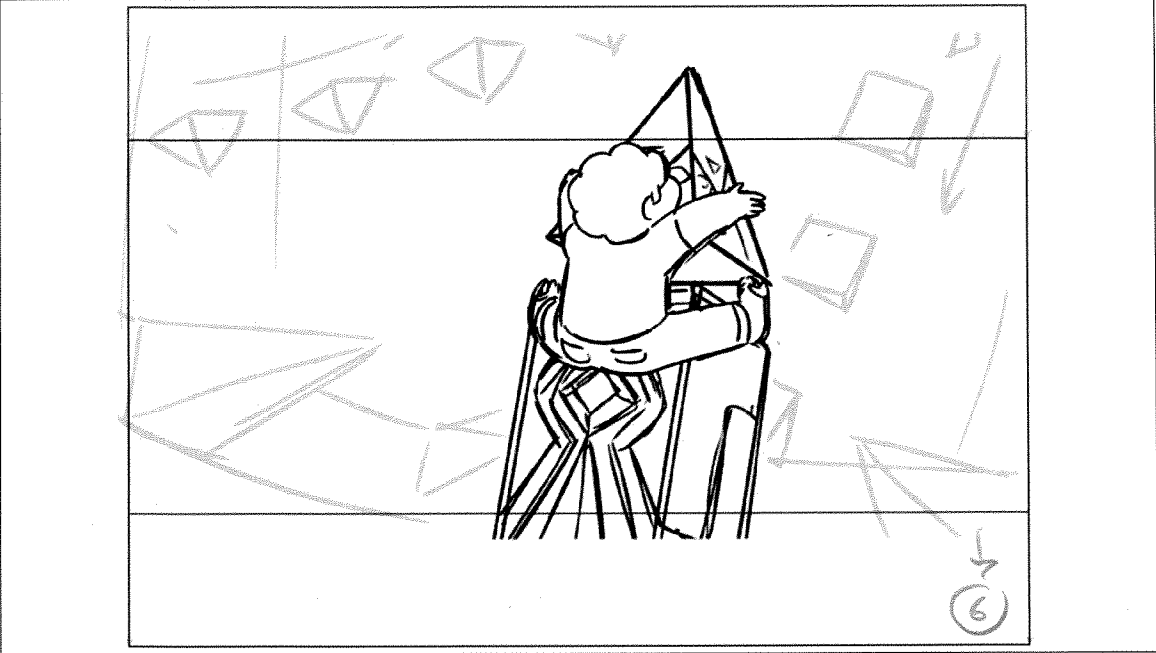
JUN 1 2015

1020.007

1020.007

1020.007

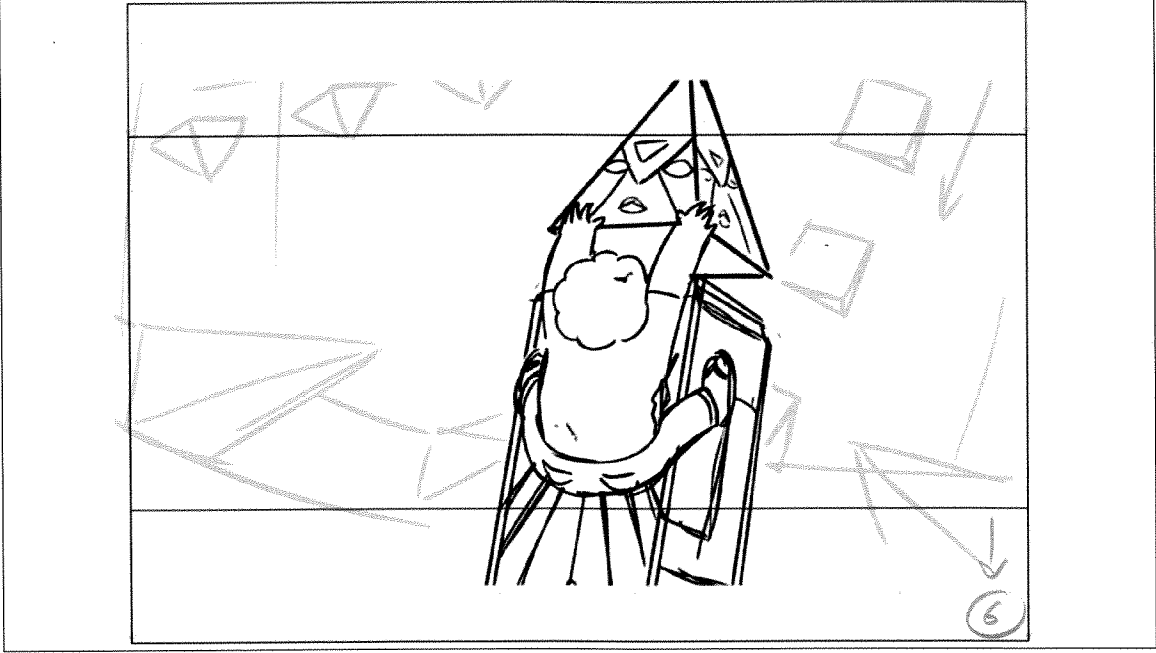
Scene 183 Panel 4
cont



Dialog
STEVEN: WHOAH!

Slugging
ADJ: 0.10

Scene 183 Panel 5
cont



Slugging
ADJ: 0.09

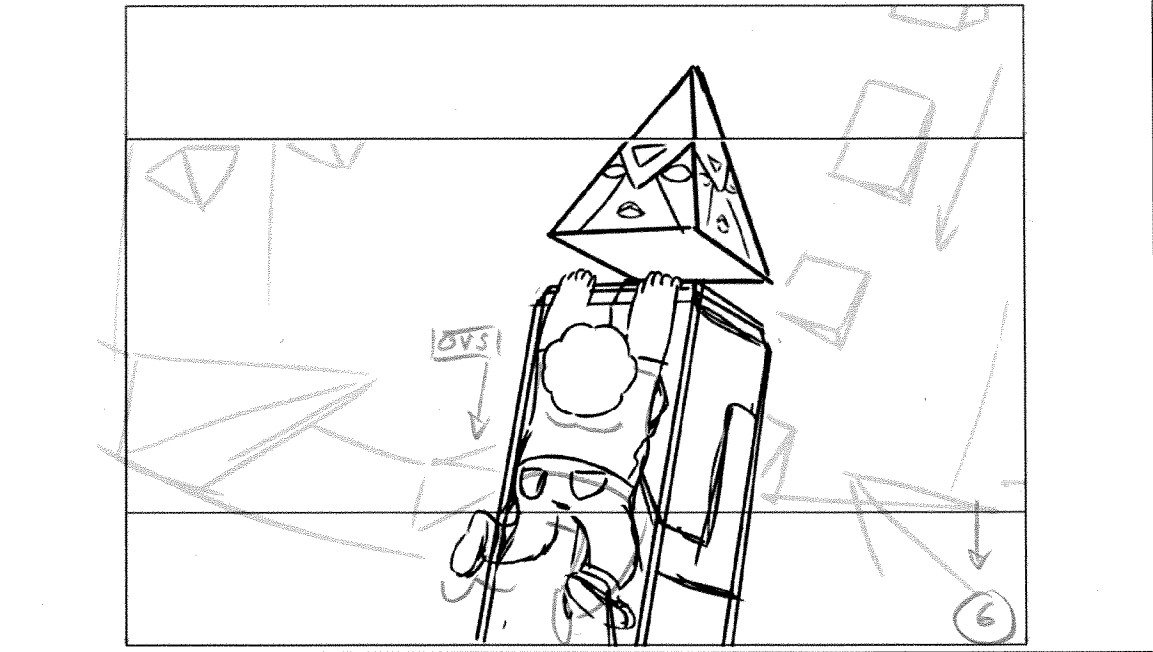
JUN 10 2013

1020.007

1020.007

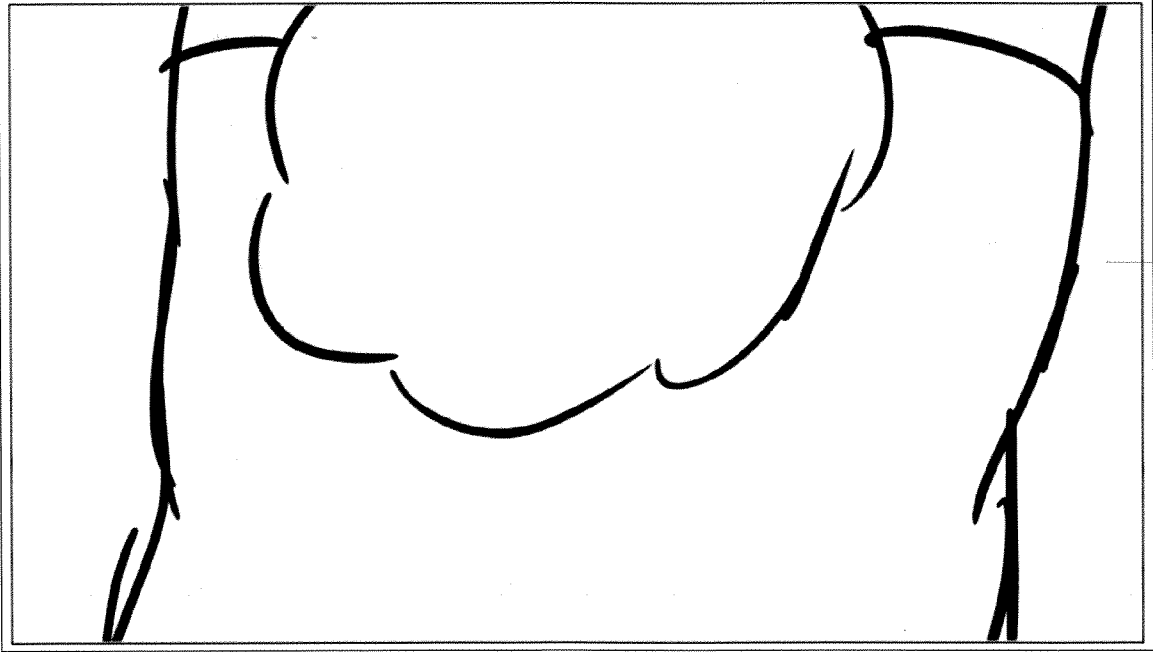
1020.007

Scene	Panel
183	6



Slugging
ADJ: 1.01

Scene	Panel
184	1



Slugging
0.09

JUN 10 2013

1020.007

1020.007

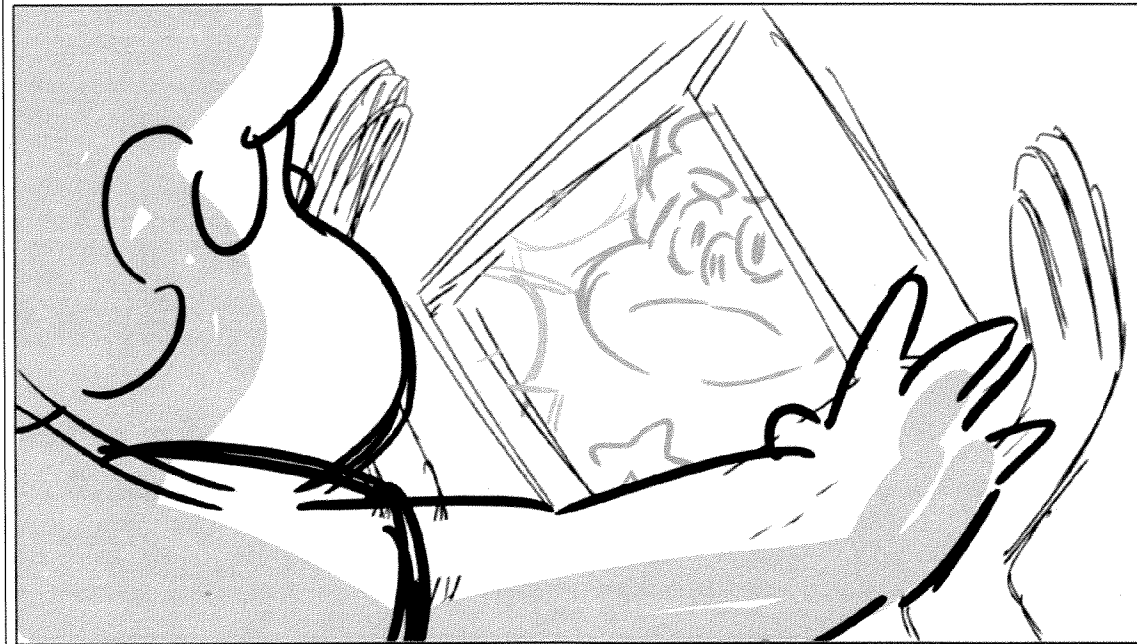
1020.007

Scene	Panel
184	cont 2



Slugging
0.07

Scene	Panel
184	cont 3



Slugging
1.07

JUN 1 0 2013

1020-007

1020-007

1020-007

Scene 185 Panel 1



Slugging
0.10

Scene 185 Panel 2



Slugging
0.09

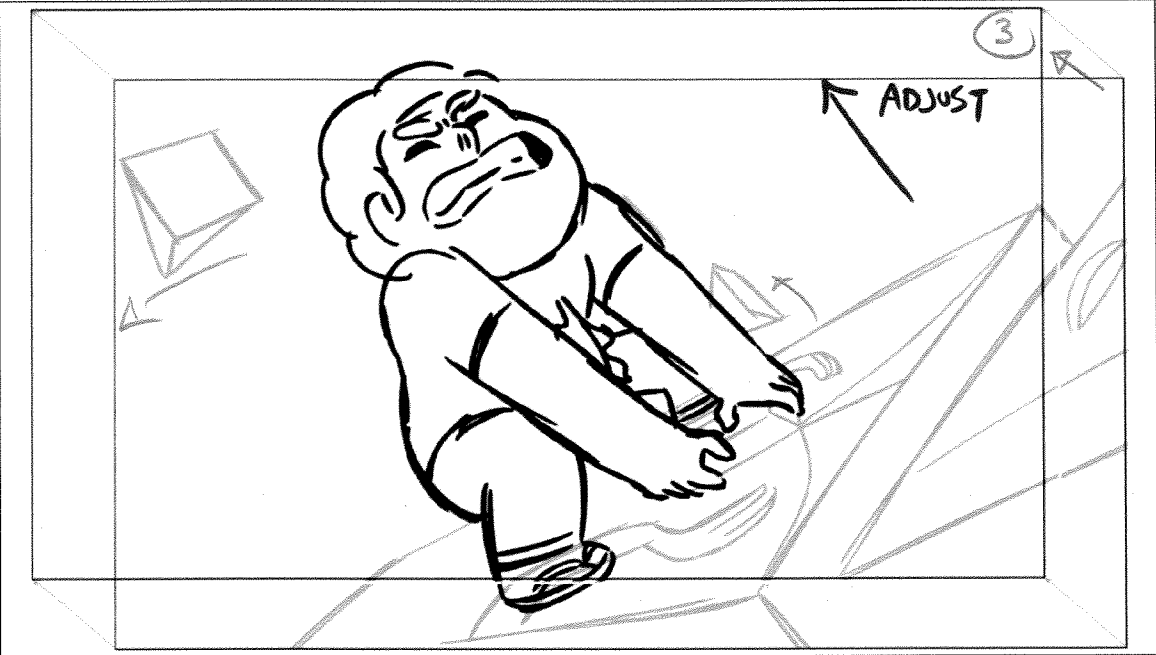
JUN 10 2013

1020:007

1020:007

1020-007

Scene	Panel
185	3



Dialog

STEVEN: (*PULLING ON GEM) <STRUGGLING NOISES>

Slugging

ADJ: 0.06

Then HOLD: 0.09

Notes

Traceback struggle

Scene	Panel
186	1



Dialog

STEVEN: (*PULLING ON GEM) <STRUGGLING NOISES>

Action Notes

Hookup

Slugging

Panels 1 + 2 = 0.10

Notes

Traceback as Steven struggles

JUN 10 2015

Scene	Panel
186	cont 2



Dialog
STEVEN: (*PULLING ON GEM) <STRUGGLING NOISES>

Notes
Traceback as Steven struggles

Scene	Panel
186	cont 3



Slugging
1.04

JUN 10 2013

1020.007

1020.007

1020.007

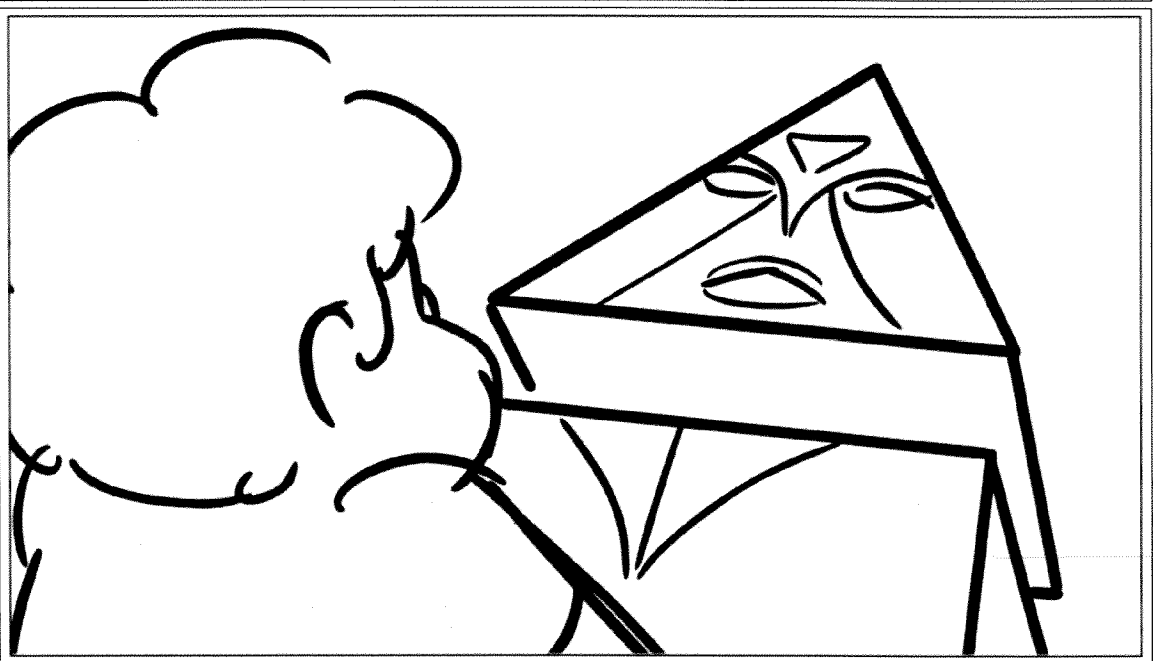
Scene	Panel
186	CONT 4



Dialog
STEVEN: HUH?

Slugging
1.09

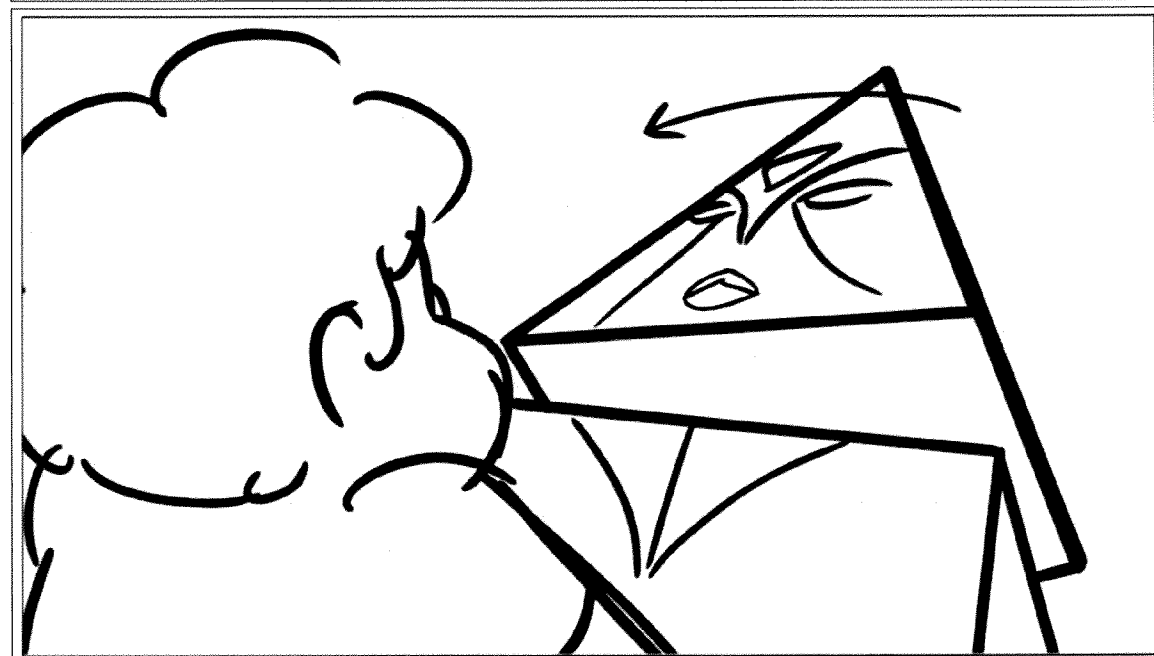
Scene	Panel
187	1



Slugging
0.04

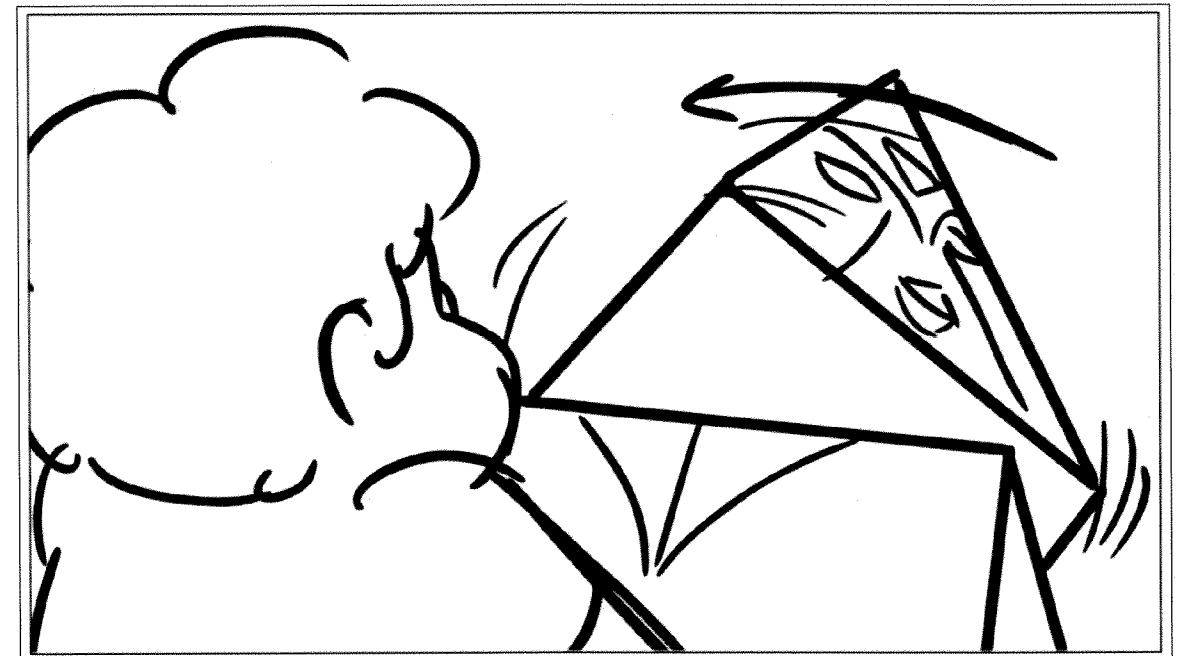
JUN 10 2013

Scene	Panel
187	CONT 2



Slugging
0.04

Scene	Panel
187	CONT 3



Slugging
0.08

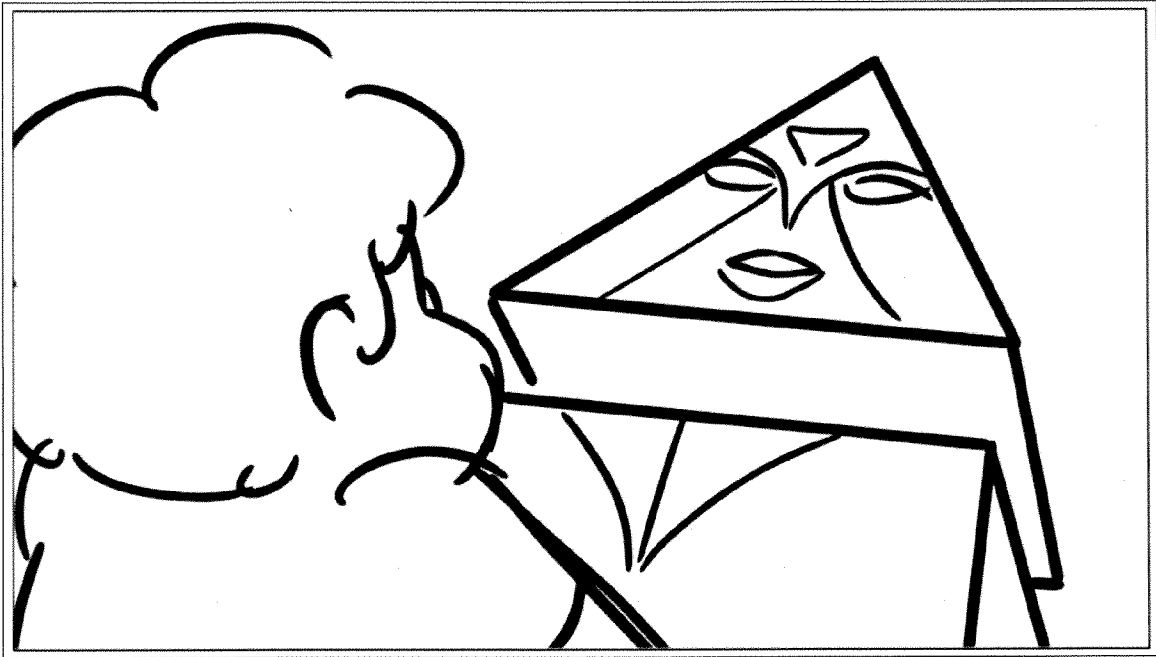
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
187	cont 4



Slugging
1.07

Scene	Panel
188	1



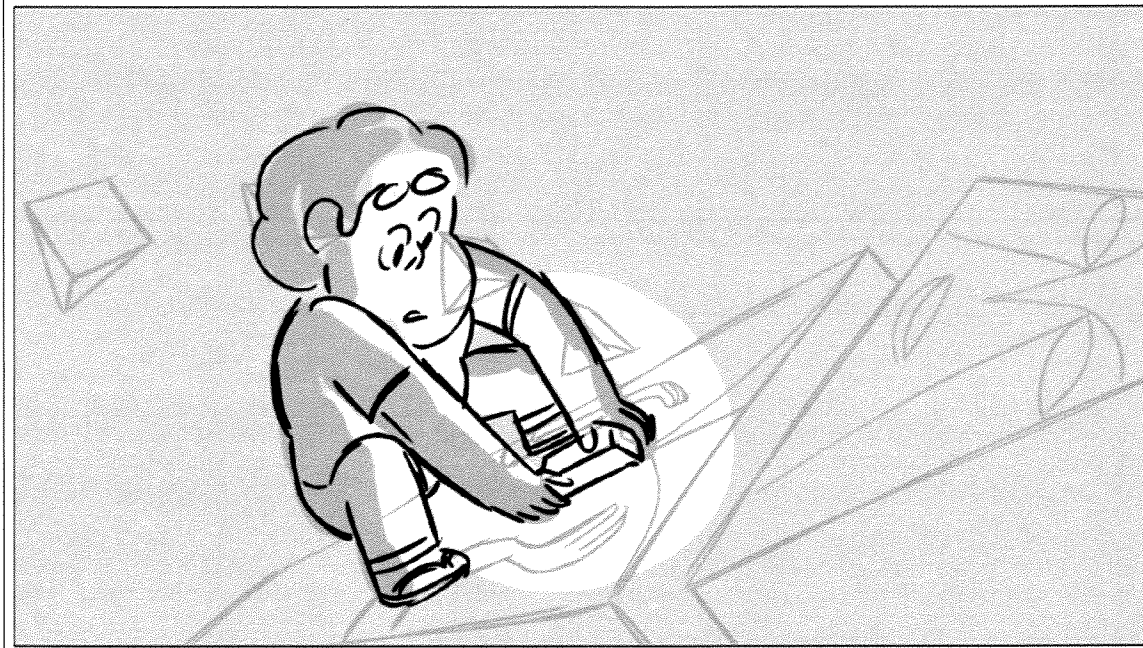
Action Notes
Pyramids continue to spin in BG

Slugging
0.09

JUN 10 2013

Scene	Panel
188	cont

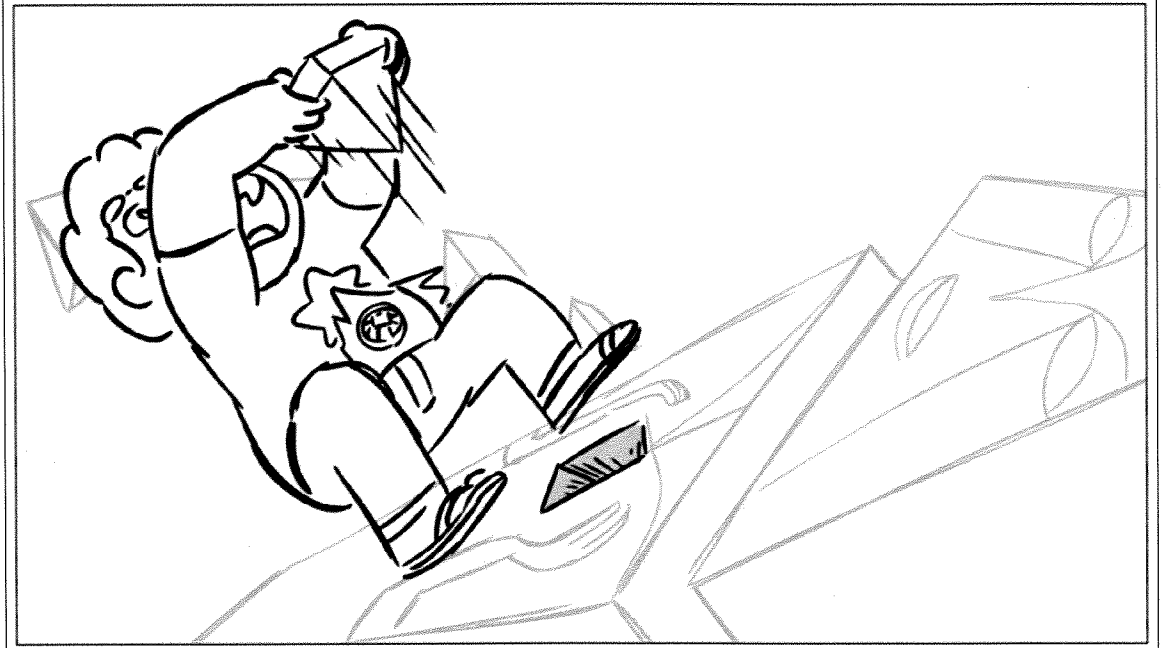
2



Slugging
1.08

Scene	Panel
188	cont

3



Slugging
0.11

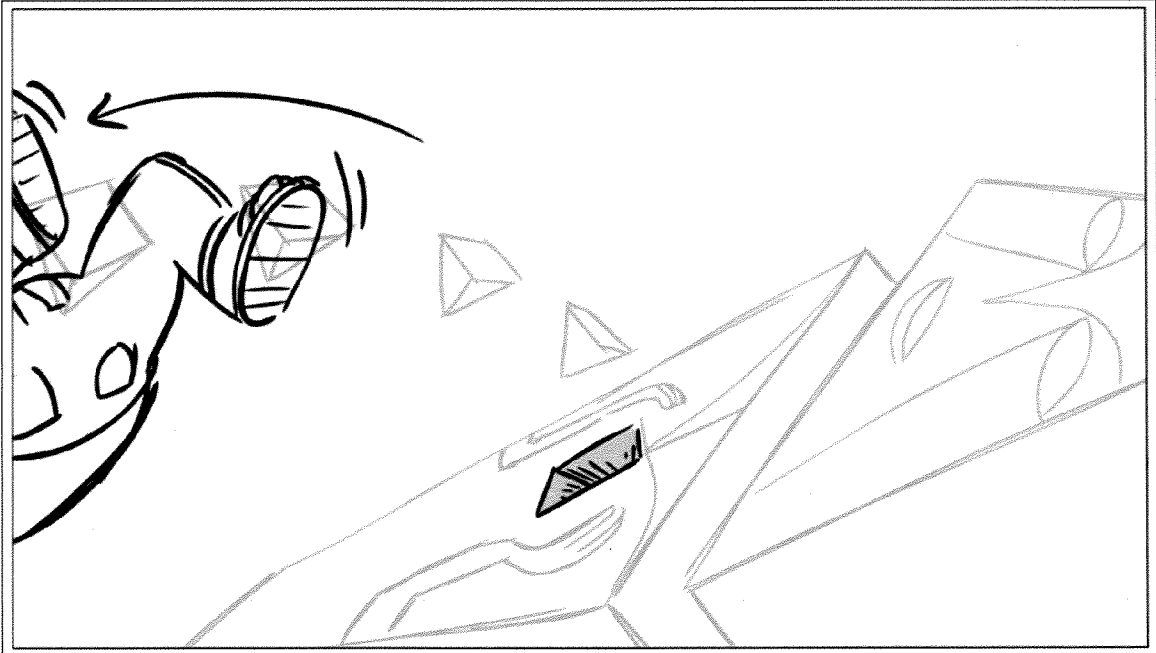
JUN 10 2011

1020.007

1020.007

1020.007

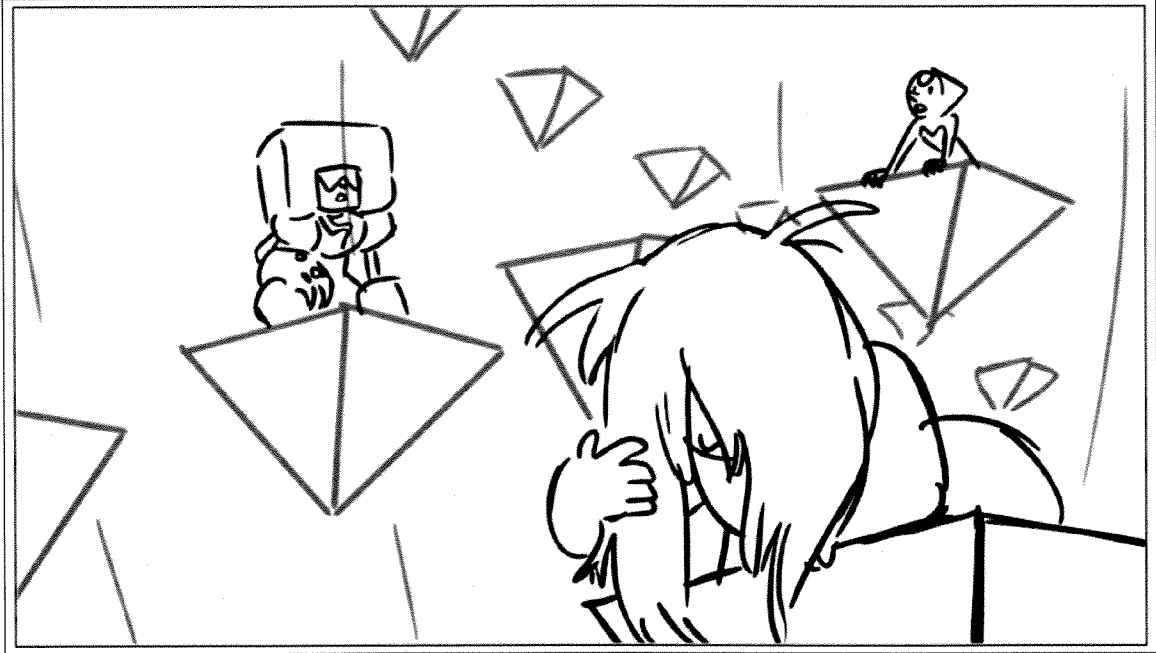
Scene	Panel
188	cont 4



Action Notes
all BG elements stop moving

Slugging
0.09

Scene	Panel
189	1



Action Notes
All environmental elements are no longer moving

Slugging
0.14

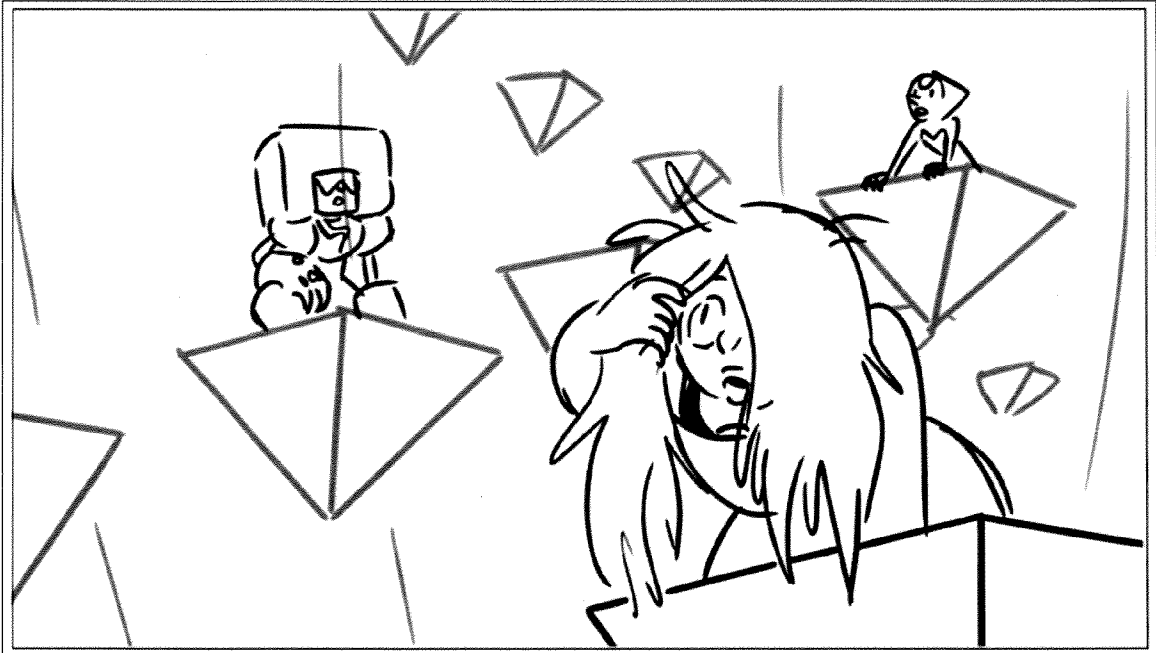
JUN 10 2013

1020-007

1020-007

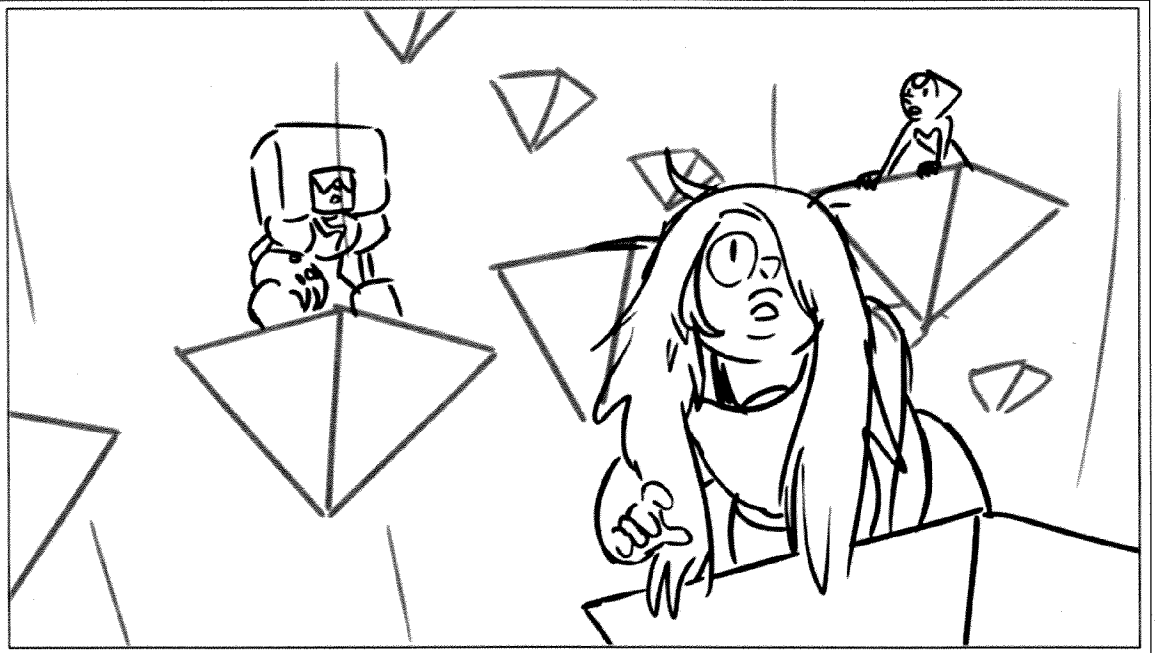
1020.007

Scene 189 Panel 2



Slugging
0.09

Scene 189 Panel 3



Dialog
AMETHYST: HUH?

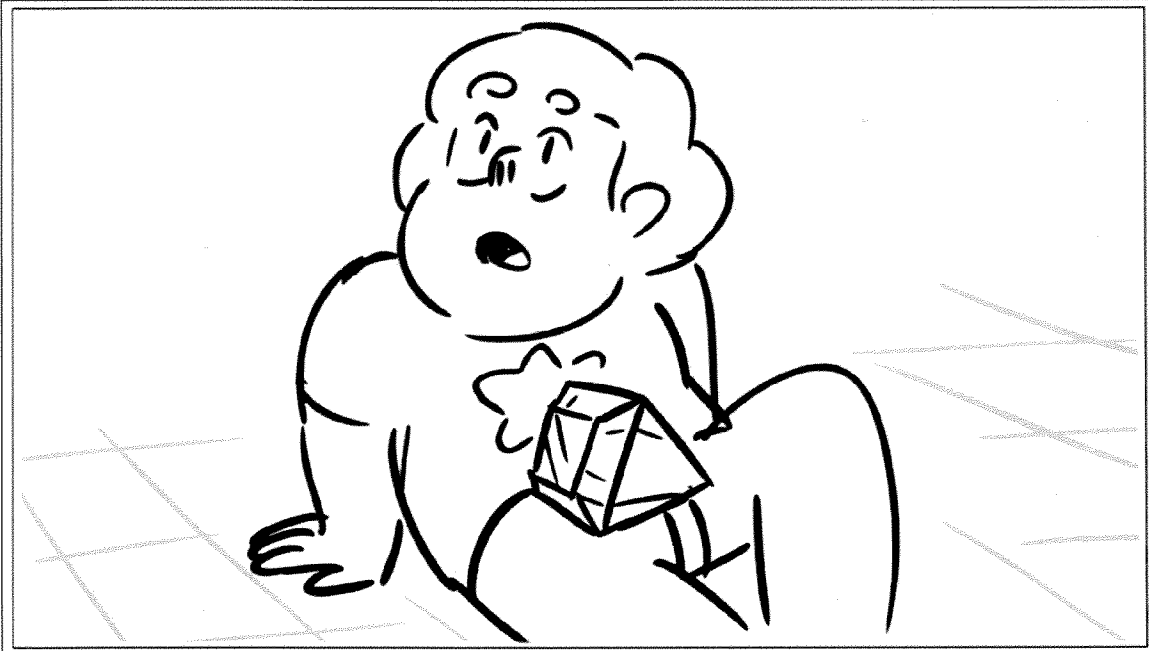
Slugging
1.08

JUN 10 2013

1020.007

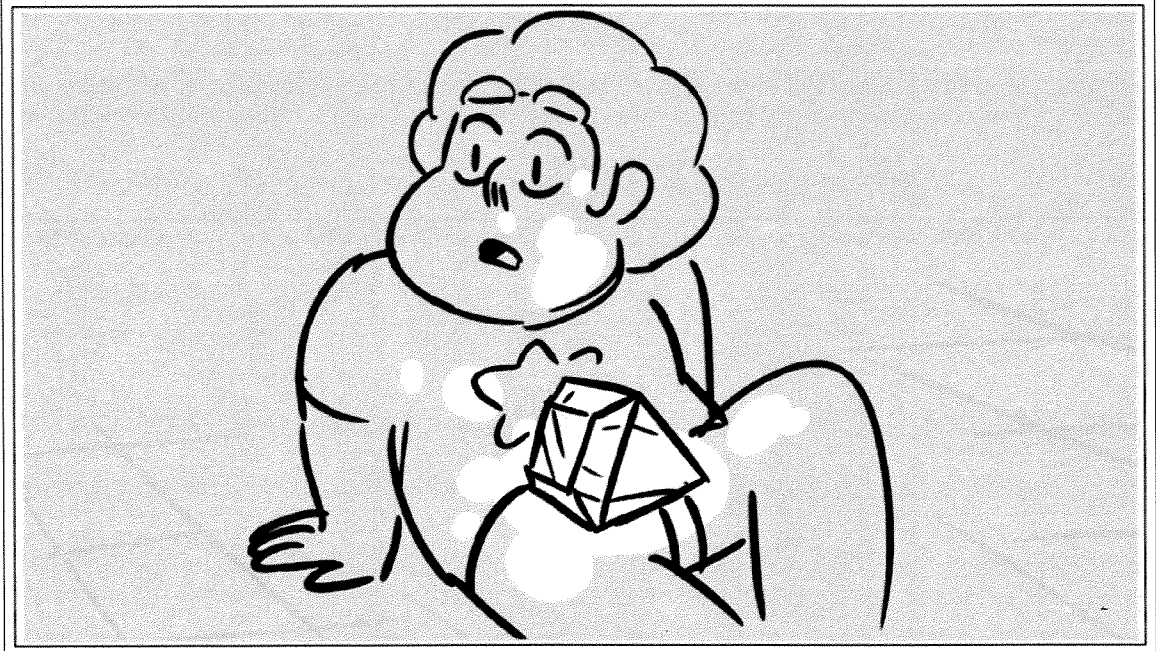
1020.007

Scene	Panel
190	1



Slugging
1.00

Scene	Panel
190	<i>cont</i> 2



Slugging
0.11

JUN 14 2013

1020-007

1020-007

1020-007

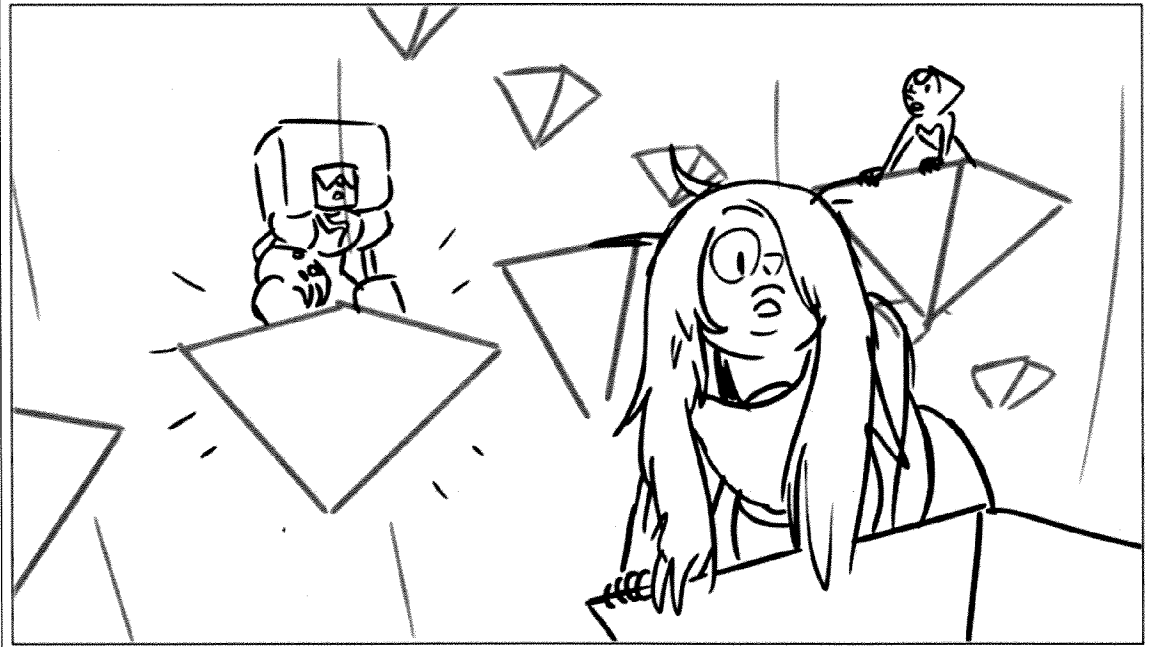
Scene	Panel
190	3



Dialog
STEVEN: <GASP>

Slugging
1.12

Scene	Panel
191	1



Slugging
0.09

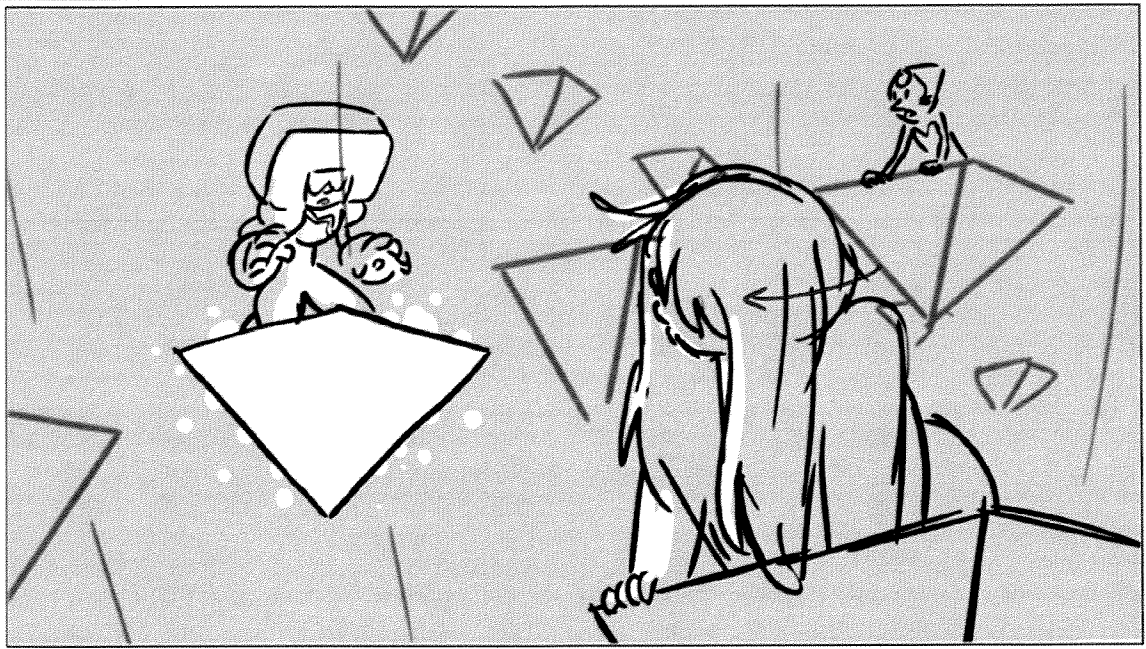
JUN 10 2015

1020-007

1020-007

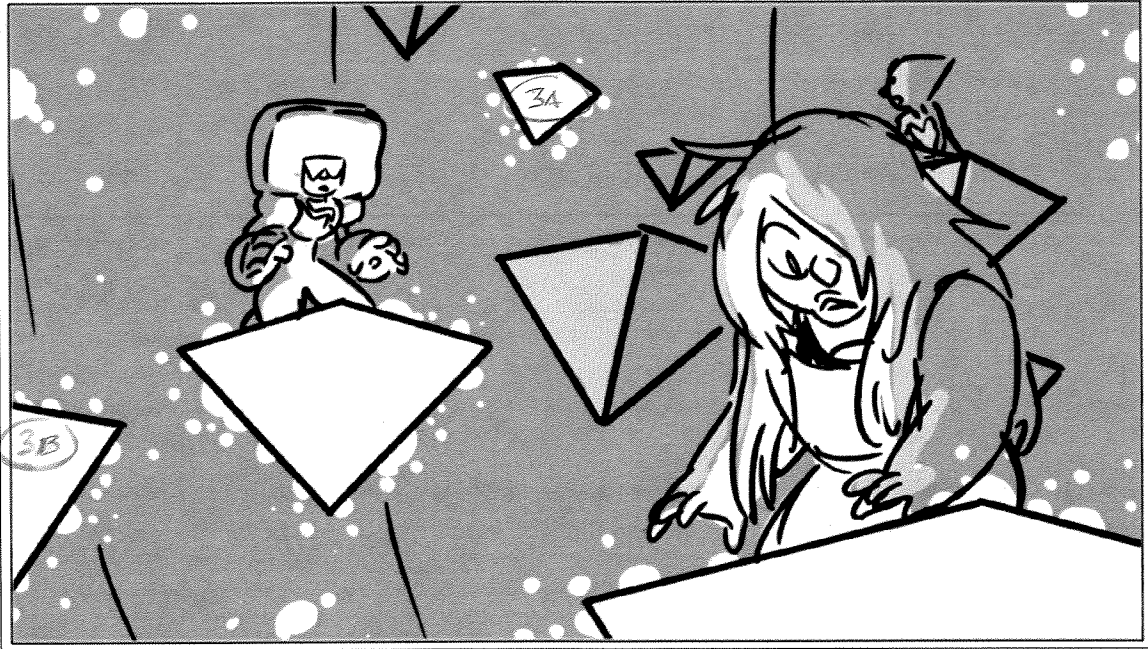
1020-007

Scene 191 Panel 2
cont



Slugging
1.06

Scene 191 Panel 3
cont



Slugging
1.09

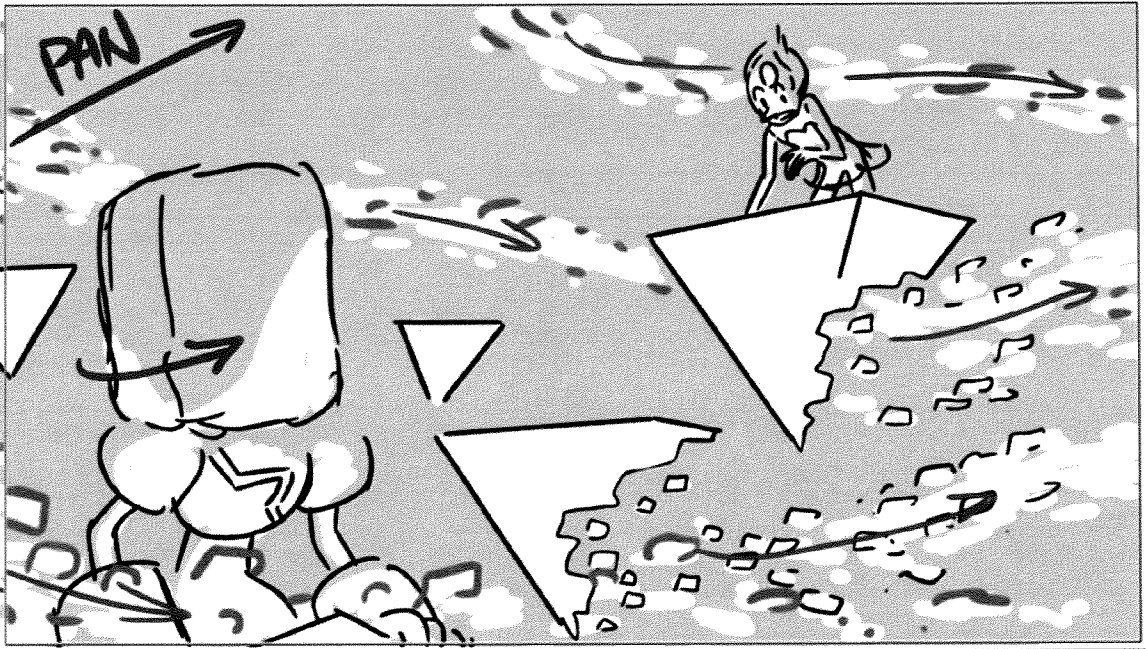
JUN 10 2010

1020.007

1020.007

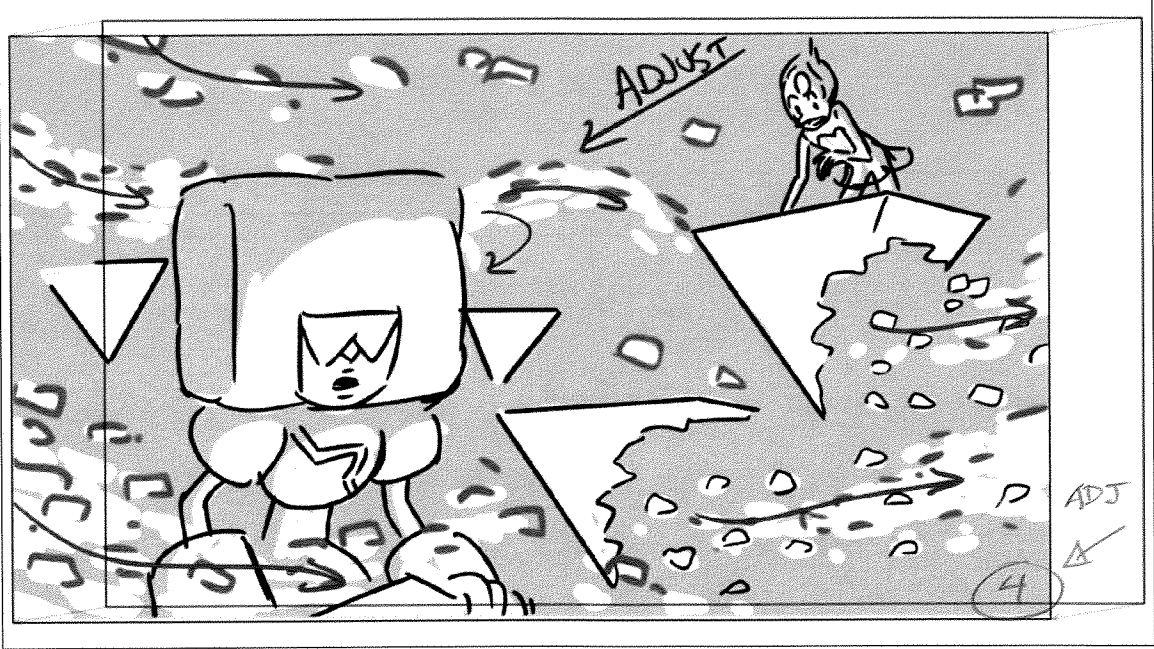
1020.007

Scene	Panel
192	CONT 3



Slugging
0.09

Scene	Panel
192	CONT 4



Slugging
ADJ: 0.06
Then HOLD: 0.08

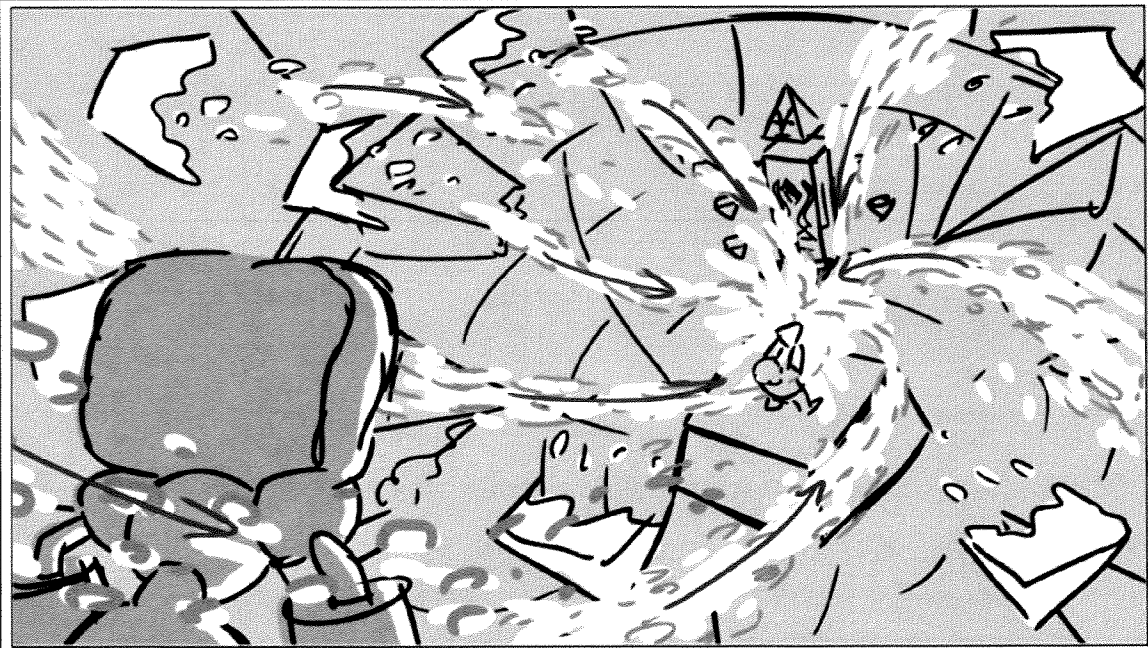
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
193	1



Slugging
2.01

Scene	Panel
194	1



Slugging
1.03

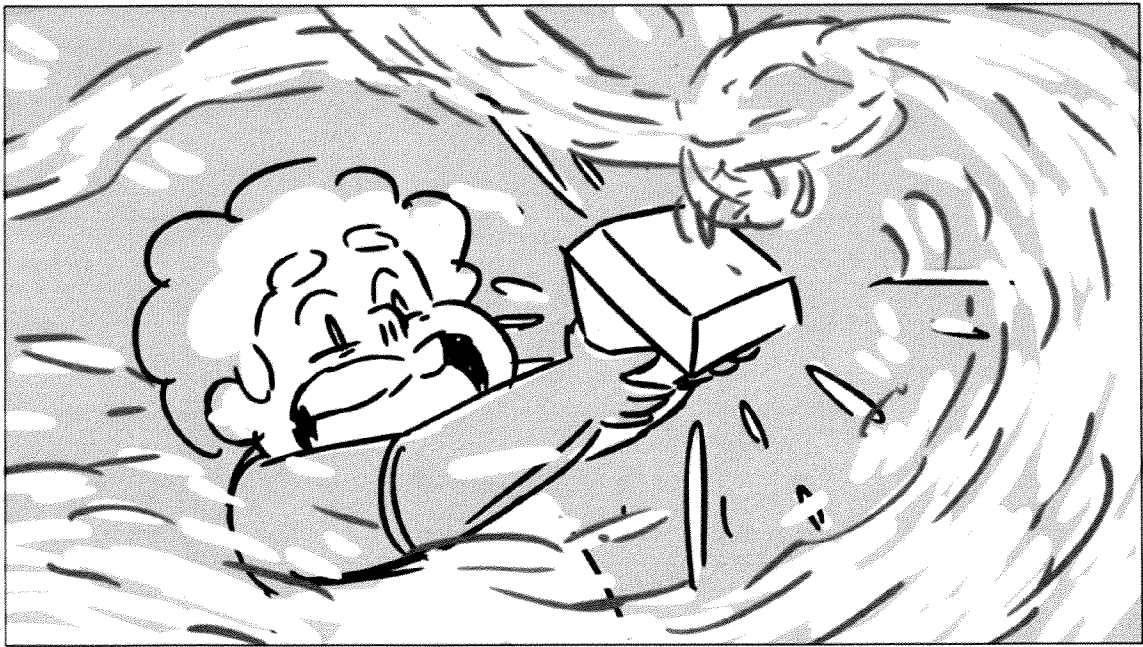
JUN 10 2013

1020.007

1020.007

1020.007

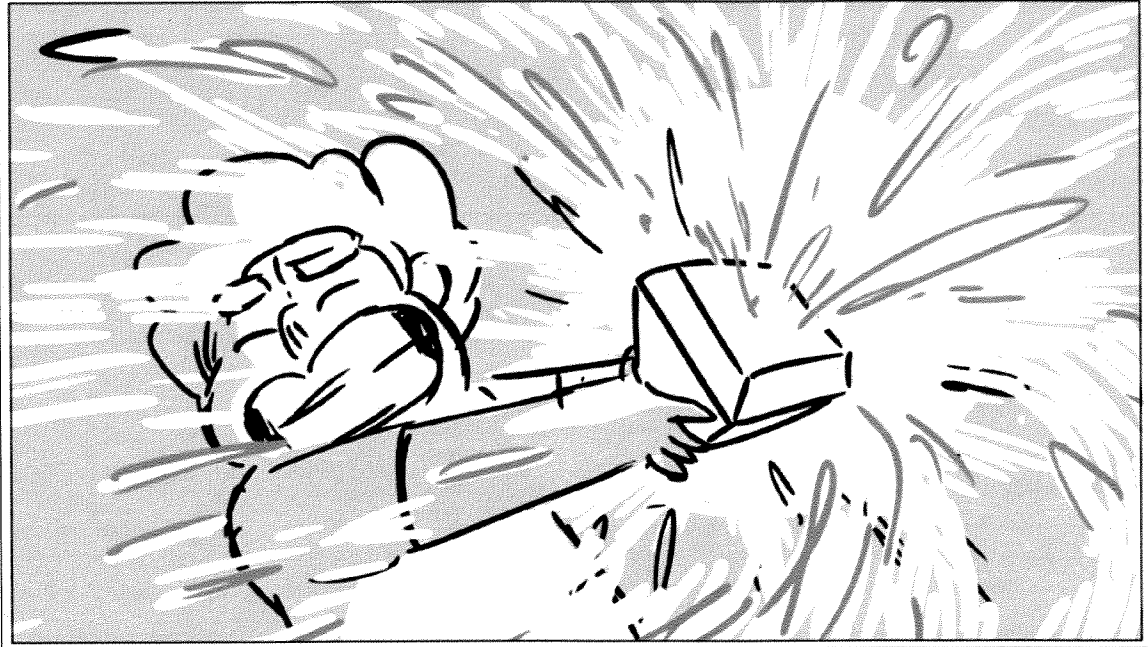
Scene	Panel
194	2



Action Notes
white light intensifies

Slugging
1.04

Scene	Panel
194	3



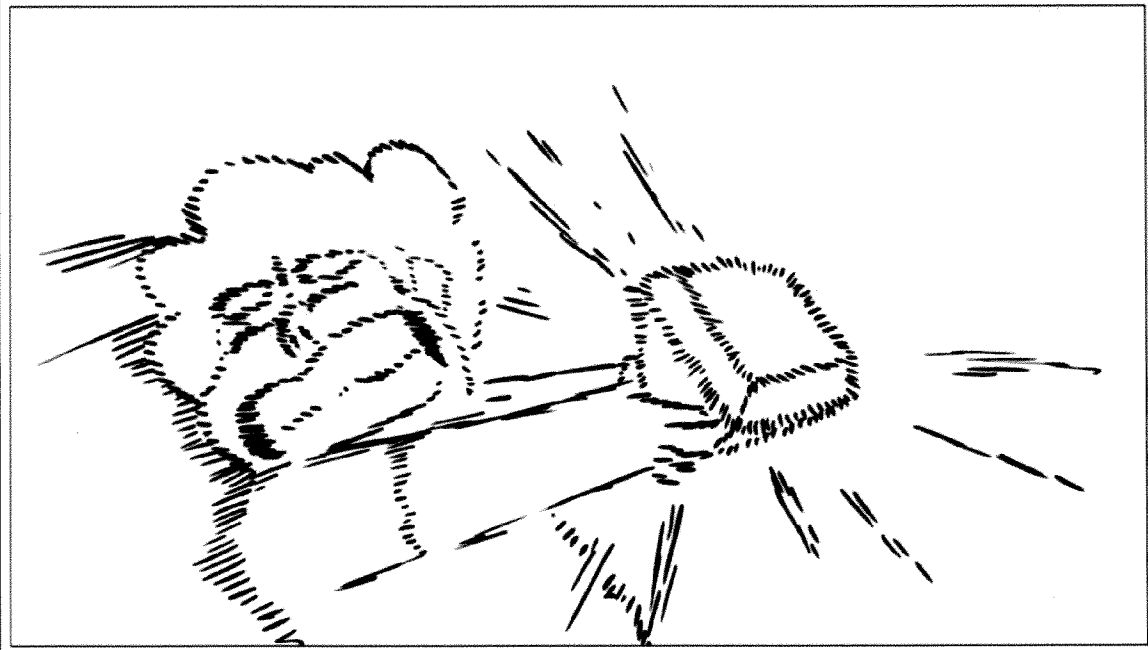
Slugging
0.09

JUN 10 2013

1020.007

1020.007

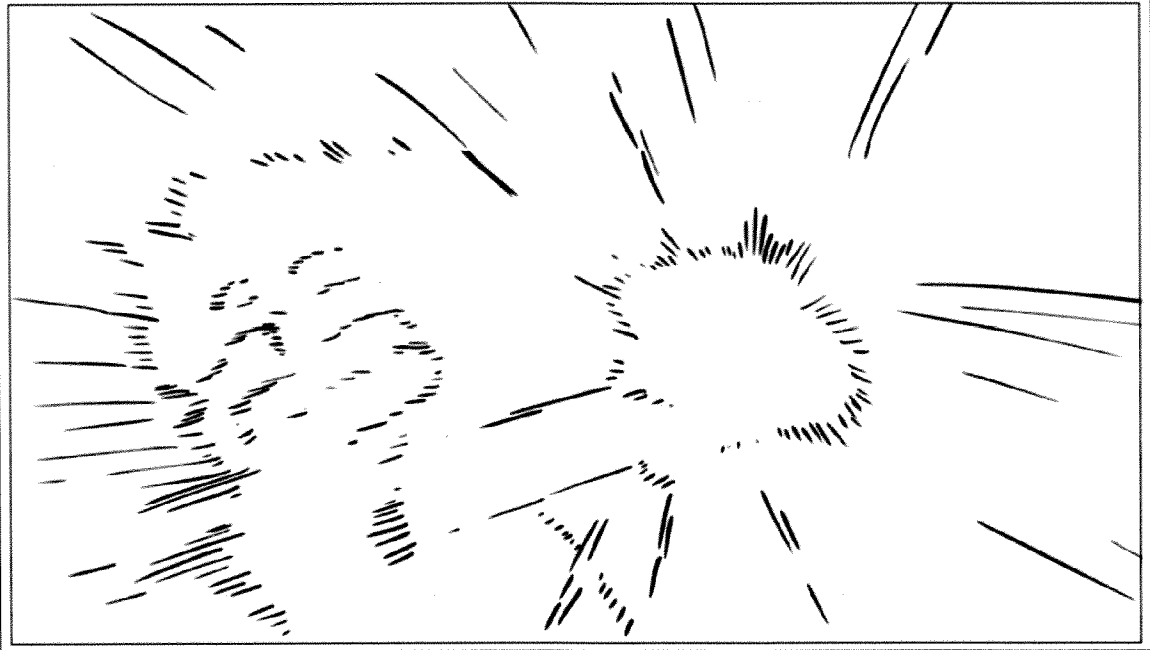
Scene	Panel
194	cont 4



Action Notes
screen is almost entirely filled with white light

Slugging
0.04

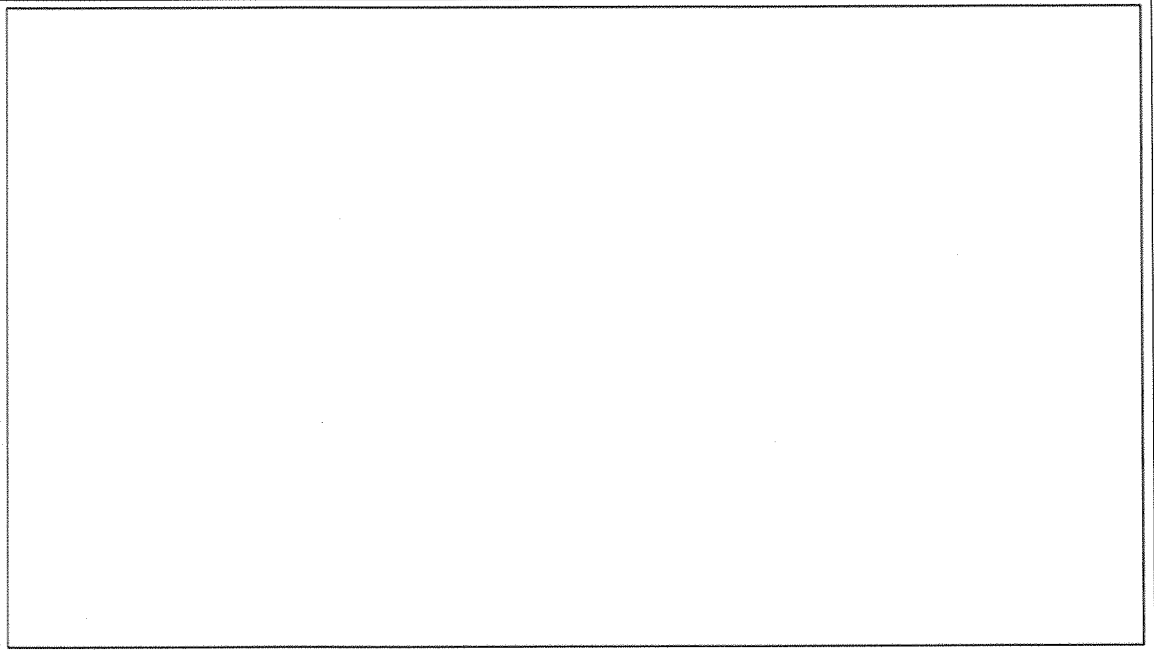
Scene	Panel
194	cont 5



Slugging
0.04

JUN 10 2013

Scene	Panel
194	6



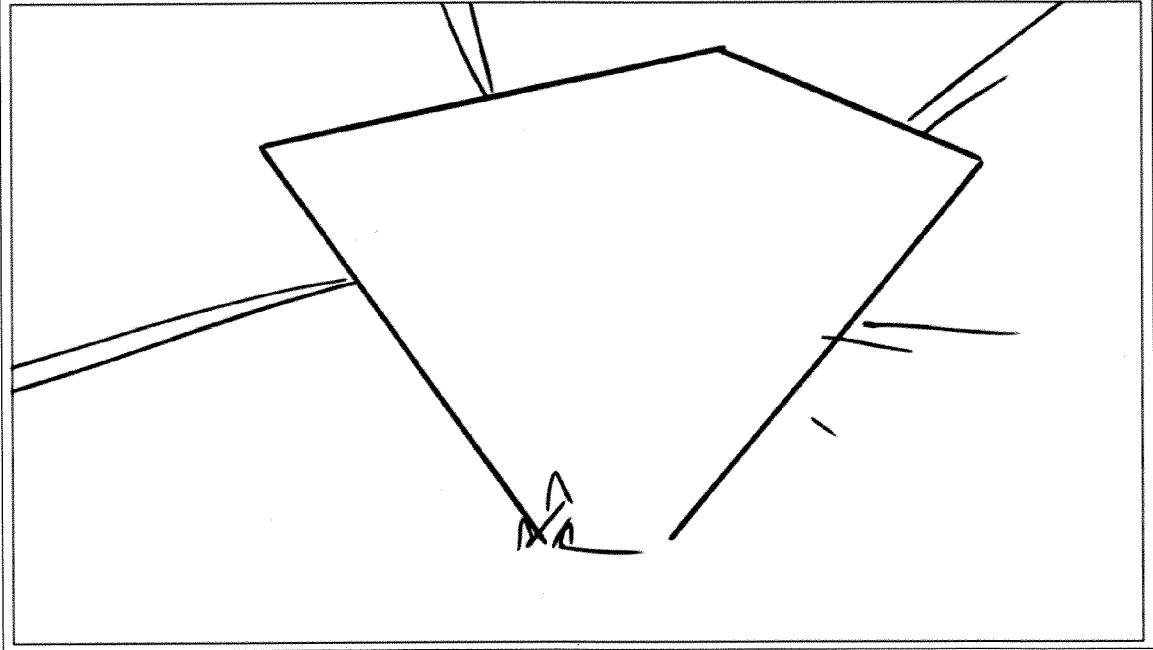
Action Notes

white light

Slugging

0.04

Scene	Panel
195	1



Slugging

0.11

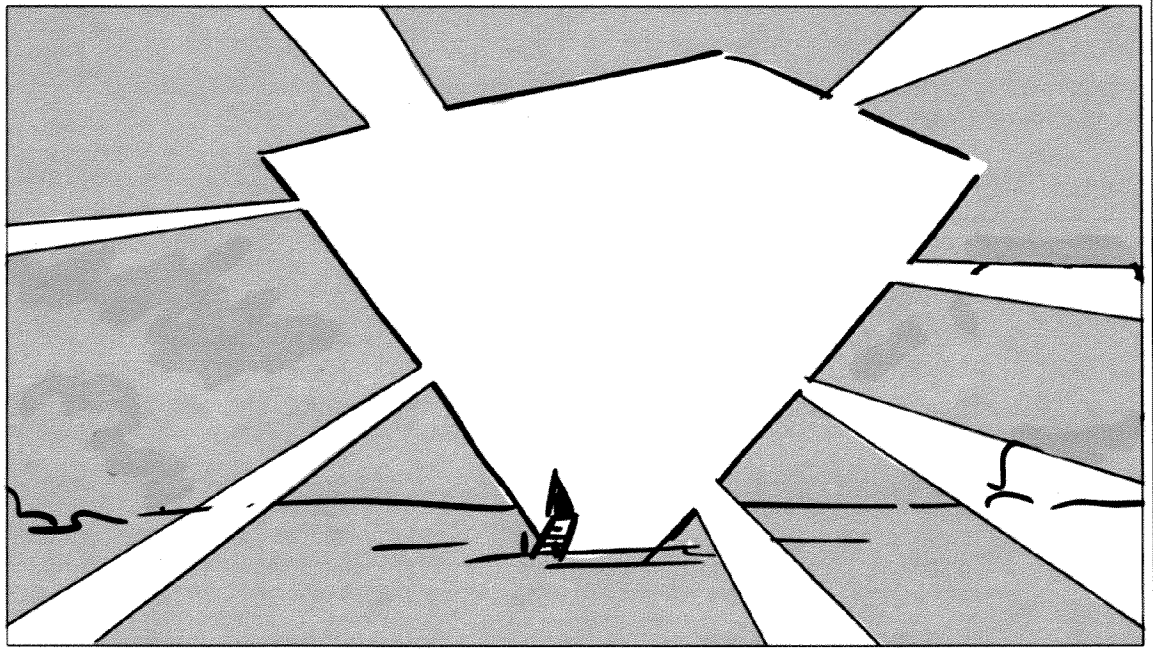
JUN 10 2013

1020.007

1020.007

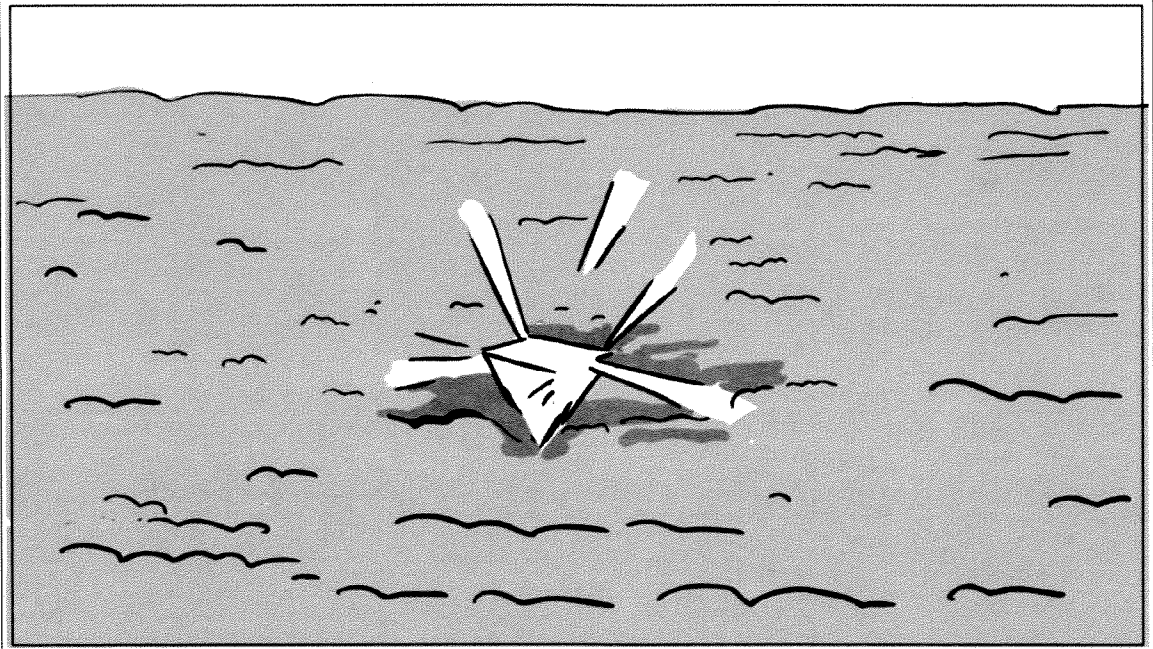
1020.007

Scene	Panel
195	2



Slugging
1.07

Scene	Panel
196	1



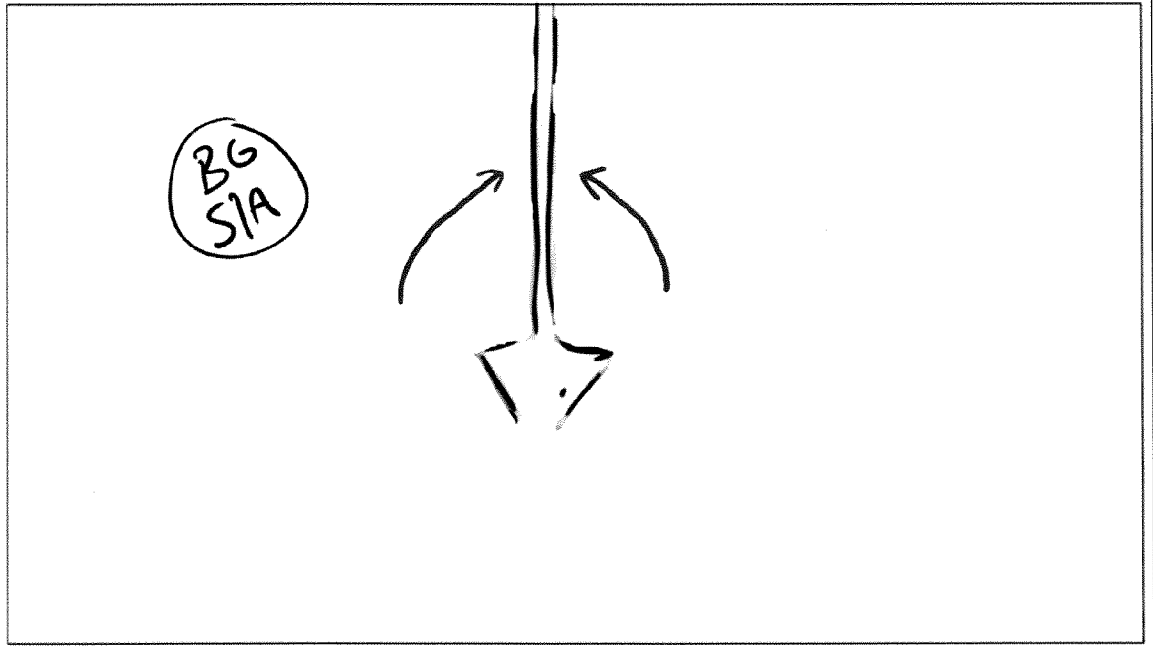
Slugging
0.11

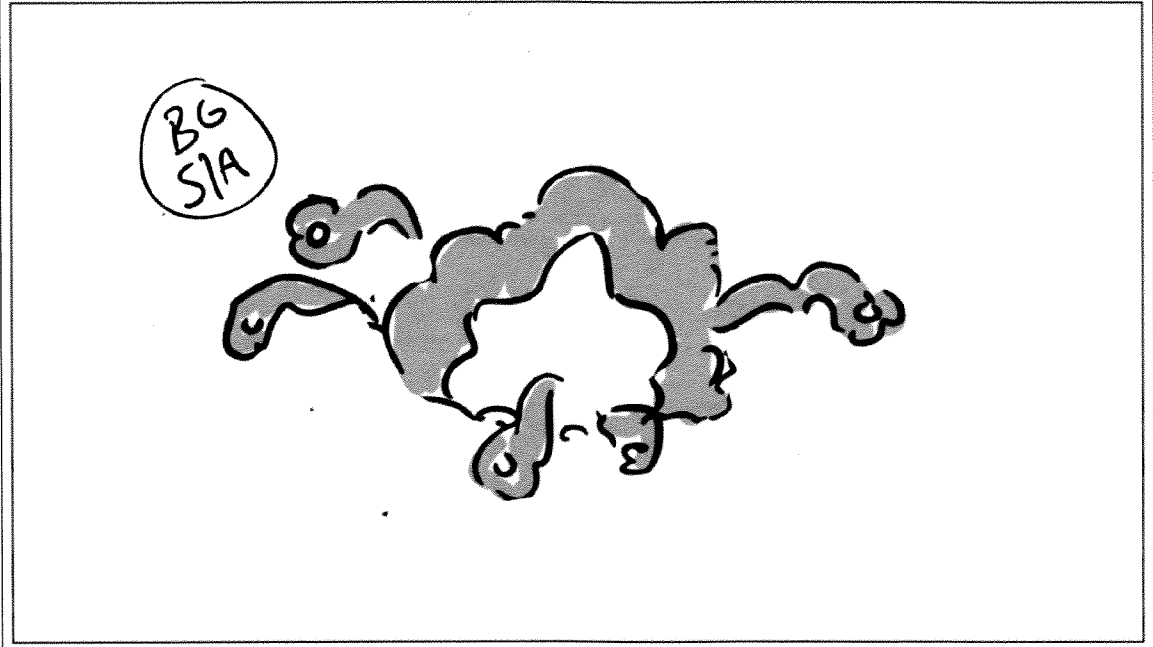
JUN 10 2012

1020.007

1020.007

1020.007

Scene	Panel
196	cont 2
	
<p>Action Notes</p> <p>beams of light collapse</p>	
<p>Slugging</p> <p>2.03</p>	

Scene	Panel
196	cont 3
	
<p>Action Notes</p> <p>pyramid explodes</p>	
<p>Slugging</p> <p>1.13</p> <p>JUN 10 2013</p>	

1020-007

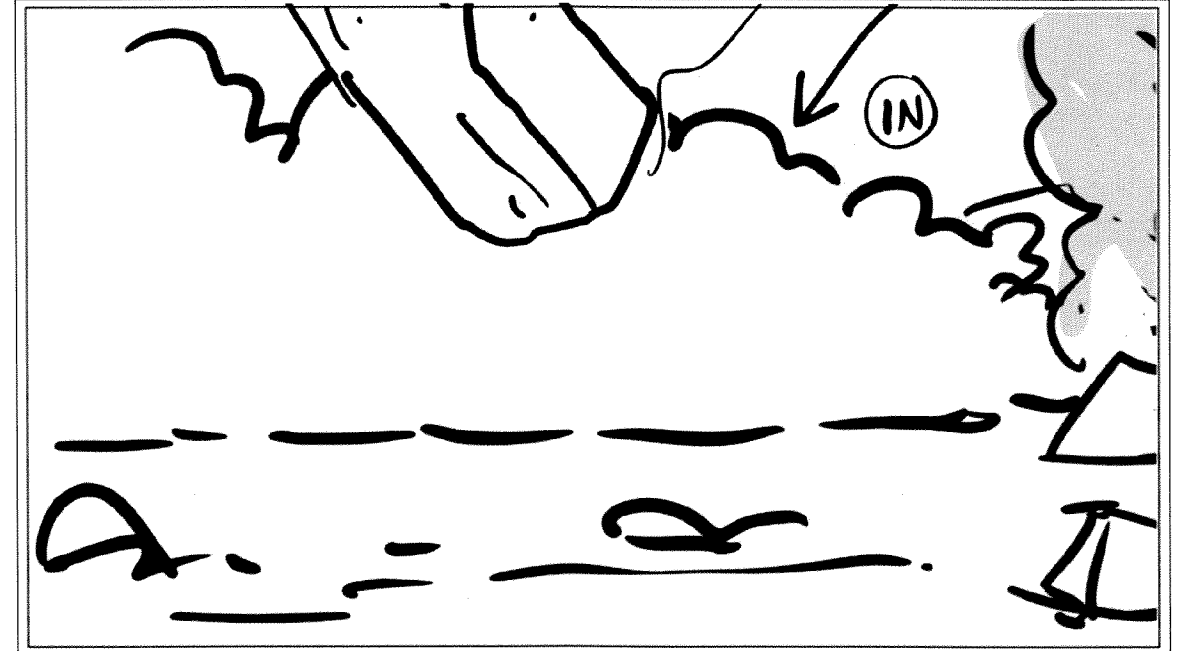
1020-007

Scene	Panel
197	1



Slugging
0.13

Scene	Panel
197	2



Action Notes
Rock flies into scene.

Slugging
Panels 2 to 5 = 1.04

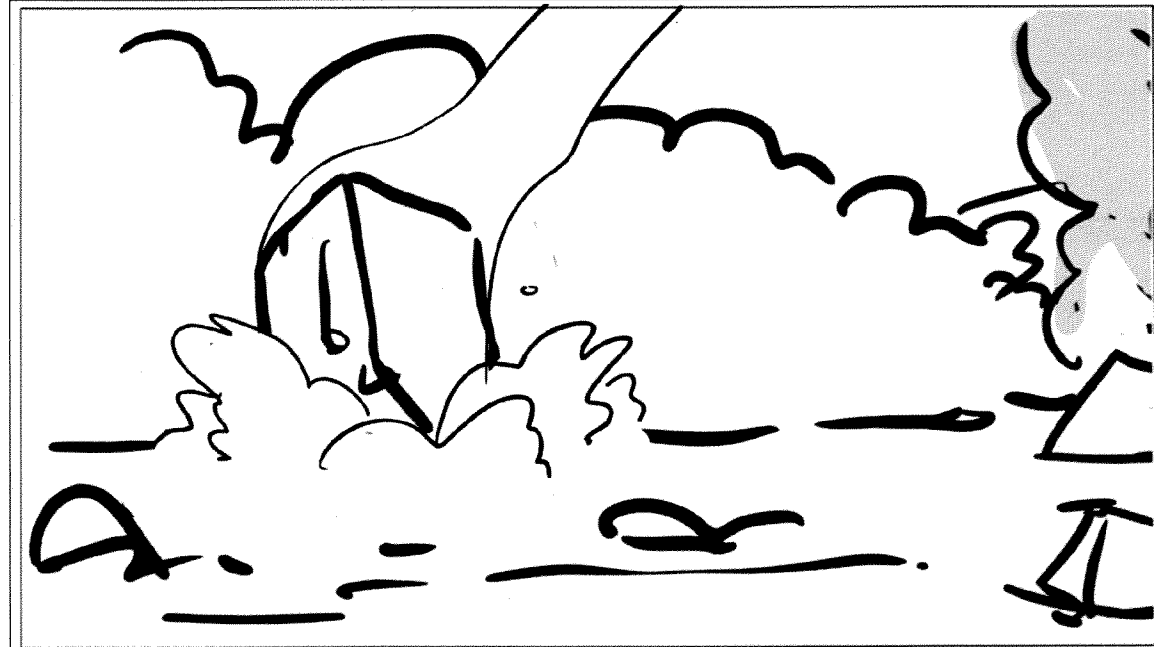
JUN 10 2013

1020-007

1020:007

1020-007

Scene	Panel
197	cont 3



Action Notes
rock splashes goo on ground.

Scene	Panel
197	cont 4



Action Notes
rock splashes goo on ground.

Slugging
cycle paneks 4,5, and 6 through scene.

JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
197	cont 5



Action Notes
rock splashes goo on ground.

1020-007

1020-007

JUN 10 2013

1020-007

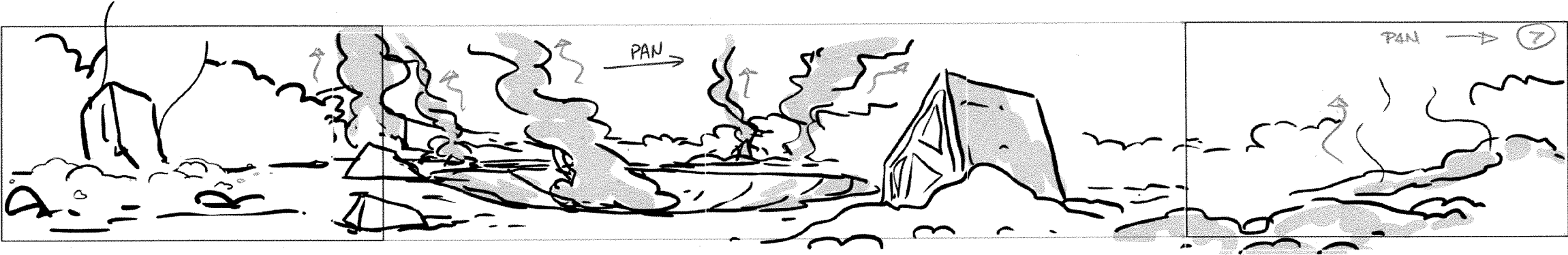
Scene

197

Panel

CONT

6



Action Notes
pan east

Slugging
ADJ: 8.04
Then HOLD: 0.04

JUN 10 2013

1020:007

1020:007

1020:007

Scene	Panel
197	7

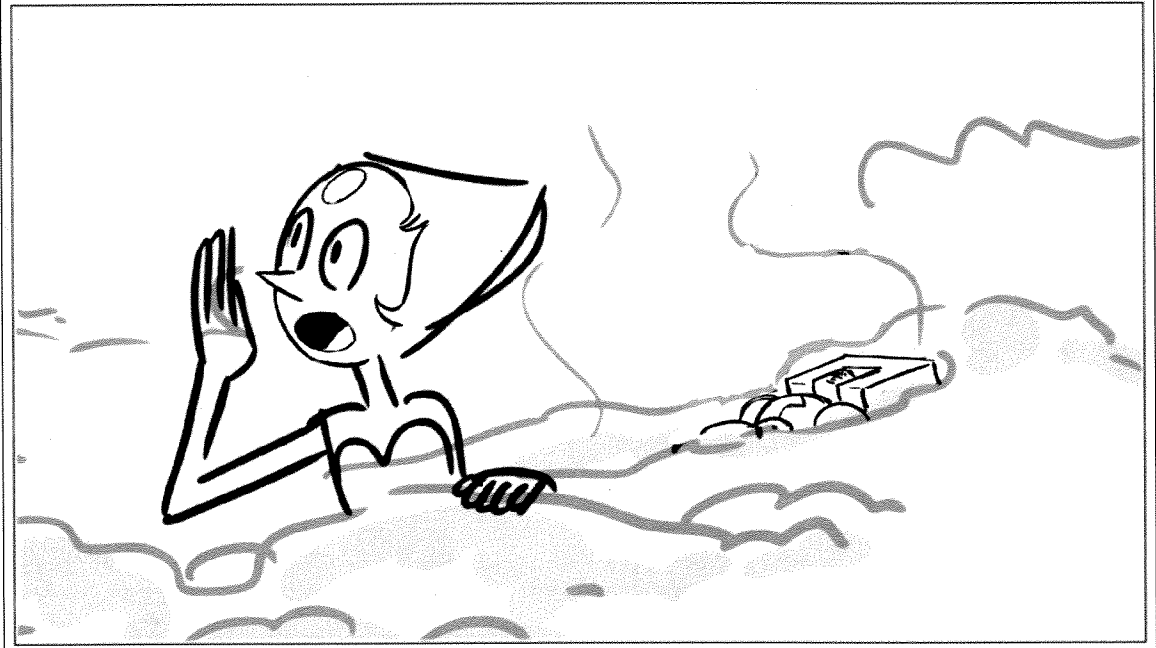


Dialog
PEARL: STEVEN...

Action Notes
PEARL pops up from the ground

Slugging
1.10

Scene	Panel
197	8



Dialog
PEARL: STEVEN!

Slugging
Panels 8 + 9 = 1.15

JUN 10 2013

1020-007

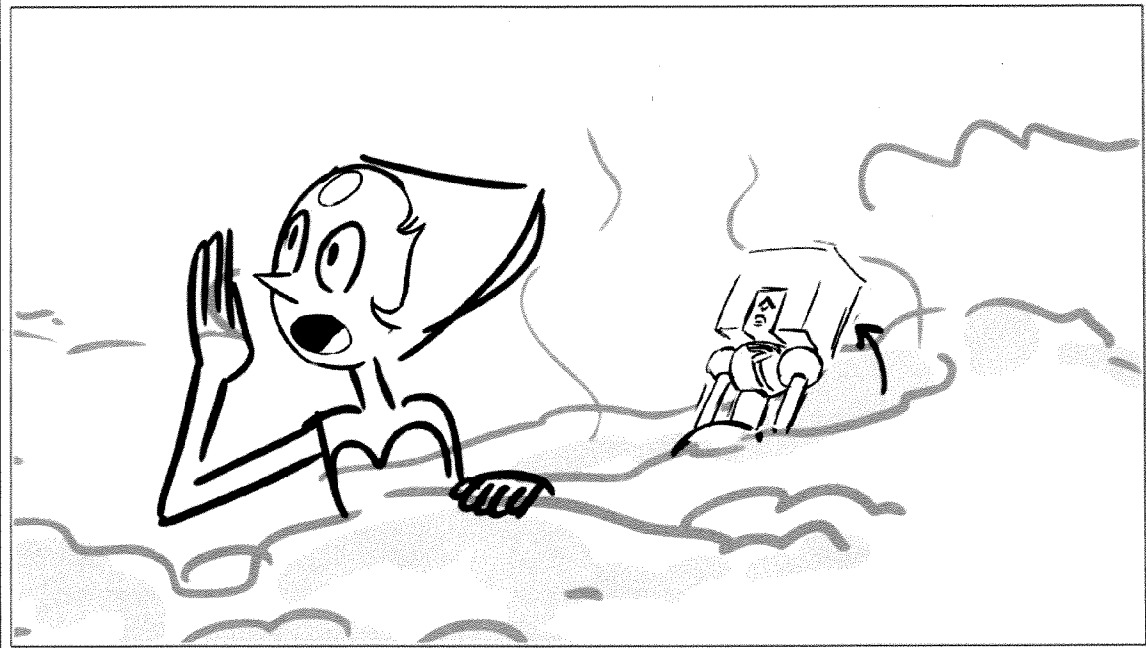
1020-007

1020-007

Scene197

Panel9

CONT



Dialog

PEARL: STEVEN!

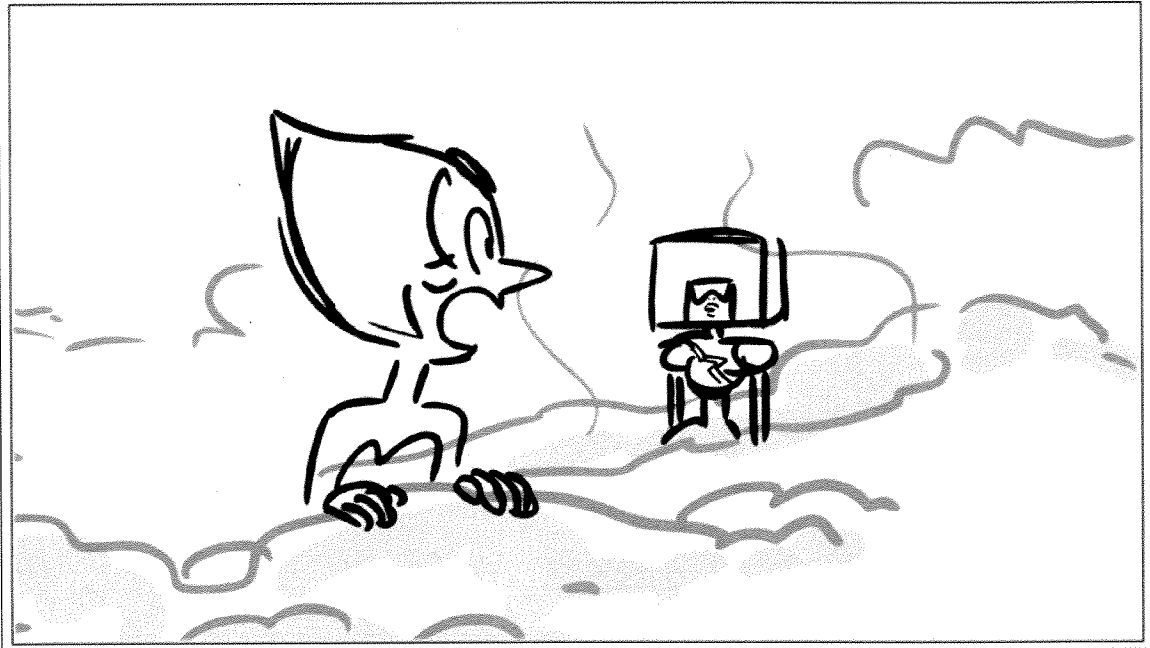
Action Notes

Garnet rises like vampire.

Scene197

Panel10

CONT



Dialog

PEARL: WHERE IS HE?

Slugging

1.13

JUN 10 2013

1020-007

1020-007

Scene	Panel
198	1



Slugging
0.13

Scene	Panel
198	2



Dialog
AMETHYST (off-screen): HEY I FOUND HIM! HE'S OVER HERE!

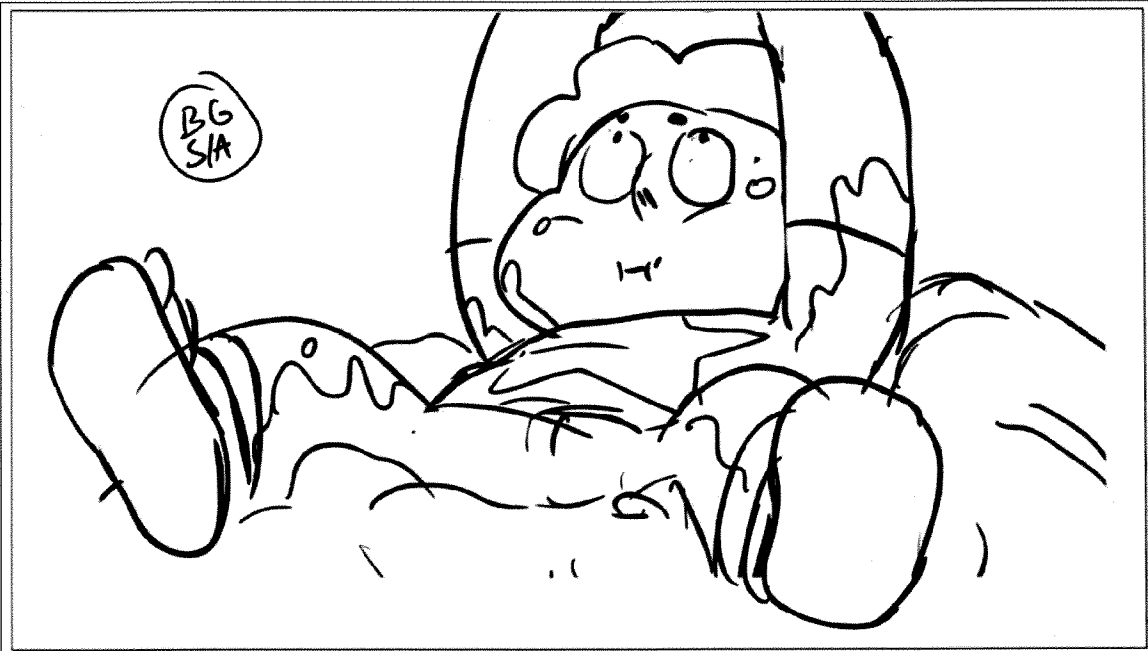
Slugging
0.15

JUN 10 2013

1020.007

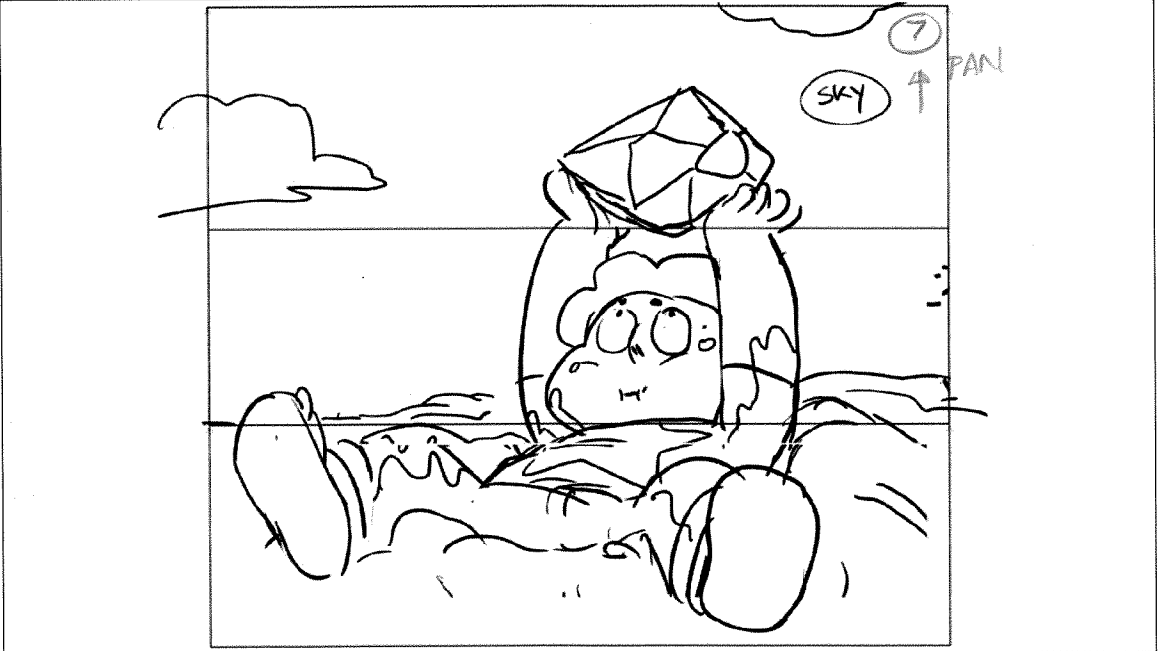
1020.007

Scene 198 Panel 5
CONT



Slugging
0.08

Scene 198 Panel 6
CONT



Action Notes
pan up

Slugging
ADJ: 0.08
Then HOLD: 0.12

JUN 10 2013

1020-007

1020-007

1020-007

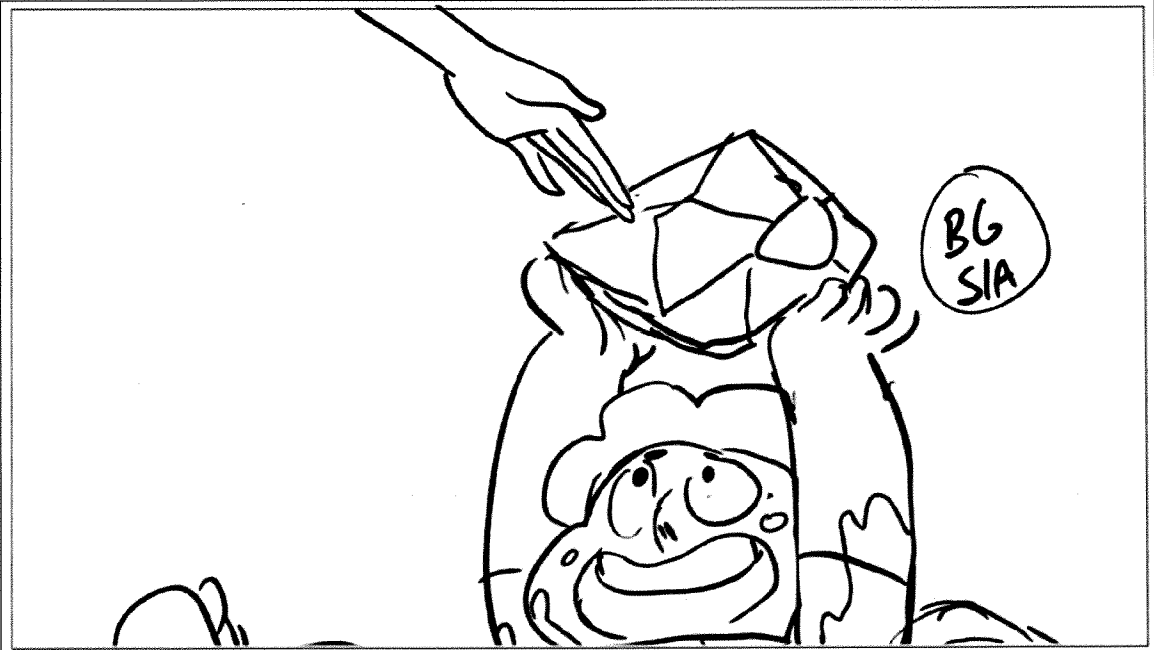
Scene	Panel
198	CONT 7
	
<p>Dialog</p> <p>STEVEN: THE GEM!</p>	
<p>Slugging</p> <p>1.11</p>	

Scene	Panel
198	CONT 8
	
<p>Action Notes</p> <p>PEARL's hand comes in</p>	
<p>Slugging</p> <p>0.04</p> <p>JUN 10 2013</p>	

1020.007

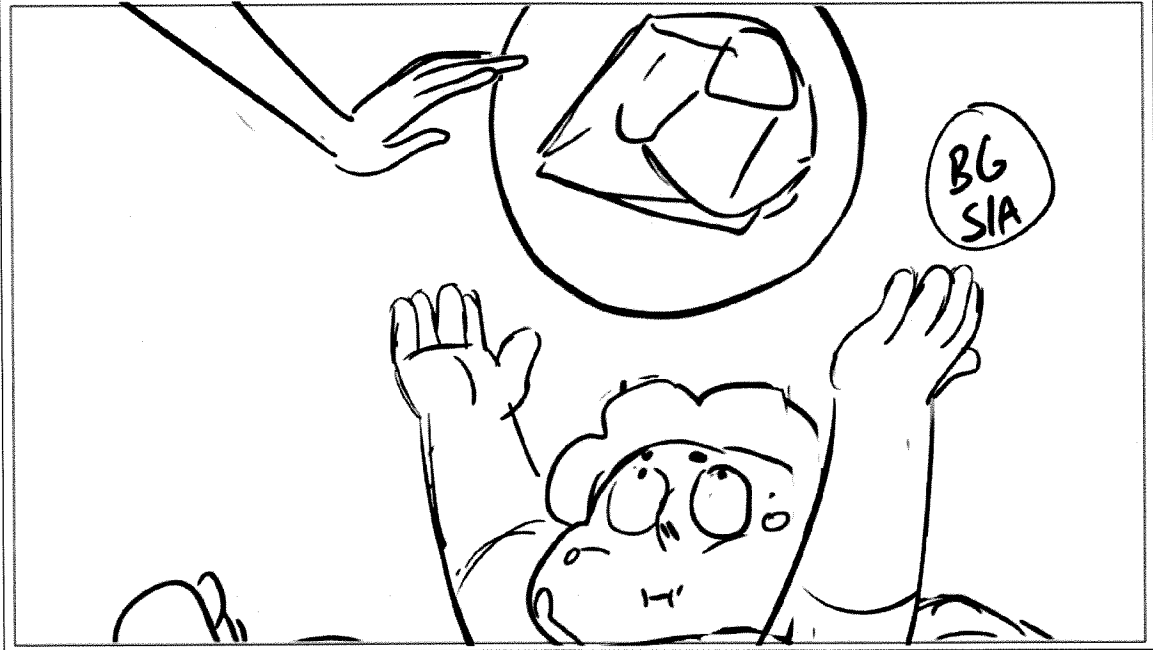
1020.007

Scene 198 Panel 9
CONT



Slugging
0.12

Scene 198 Panel 10
CONT



Action Notes
Bubble forms around gem

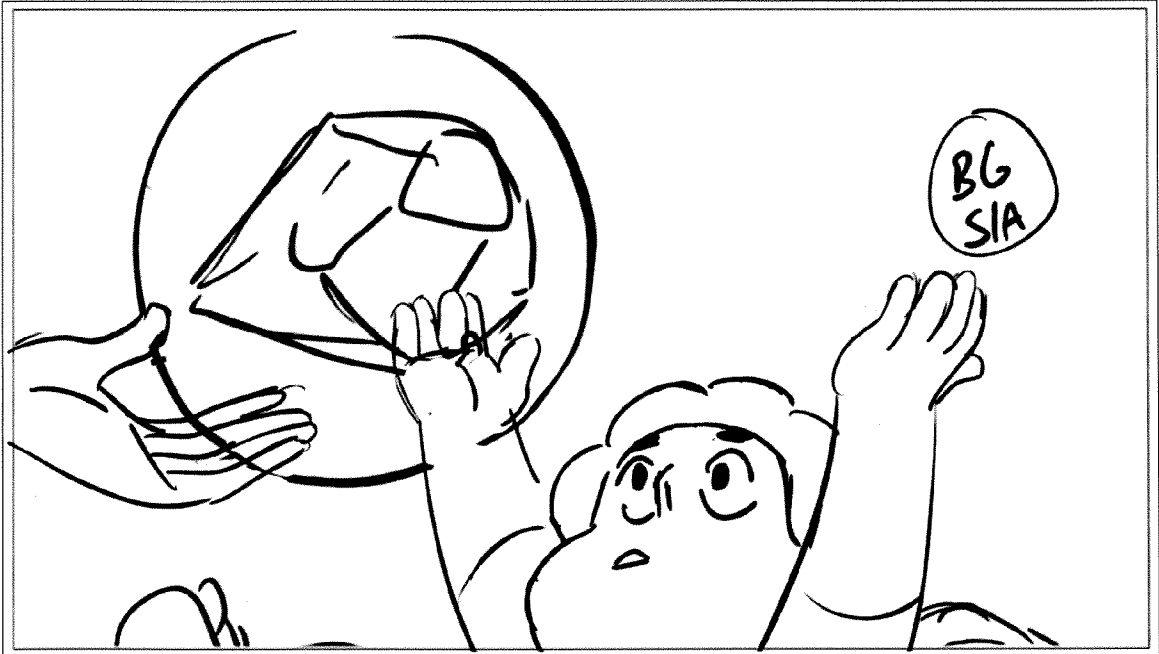
Slugging
0.12

JUN 10 2013

1020.007

1020.007

Scene	Panel
198	CONT 11



Slugging
0.08

Scene	Panel
198	CONT 12



Slugging
0.10

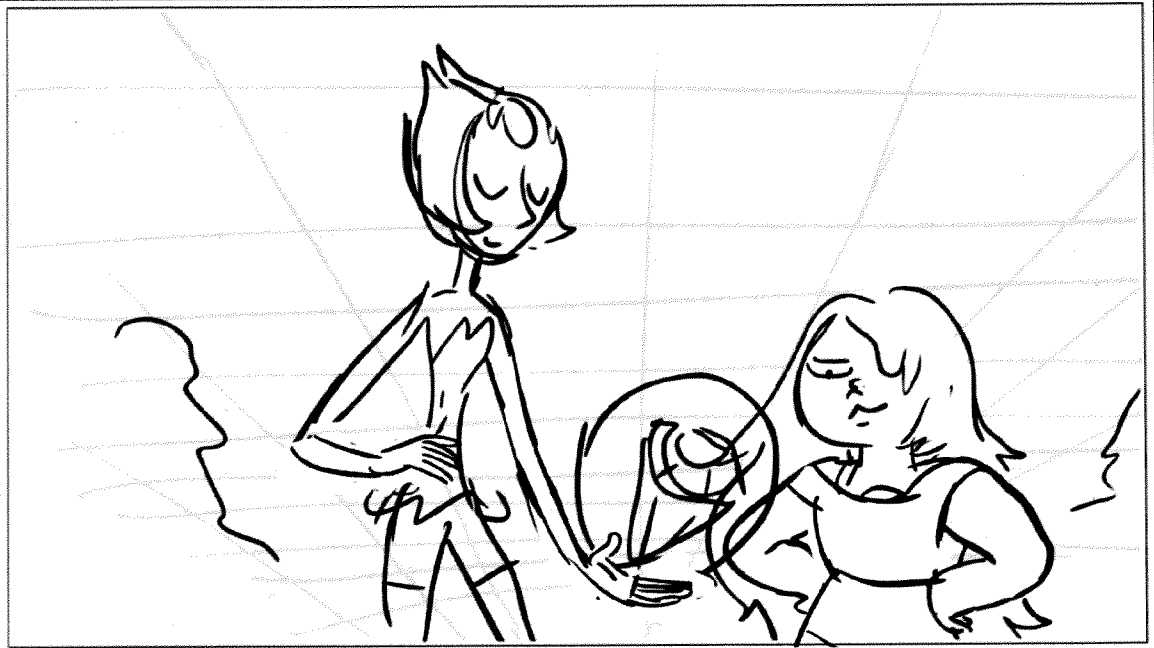
JUN 10 2013

1020.007

1020.007

1020.007

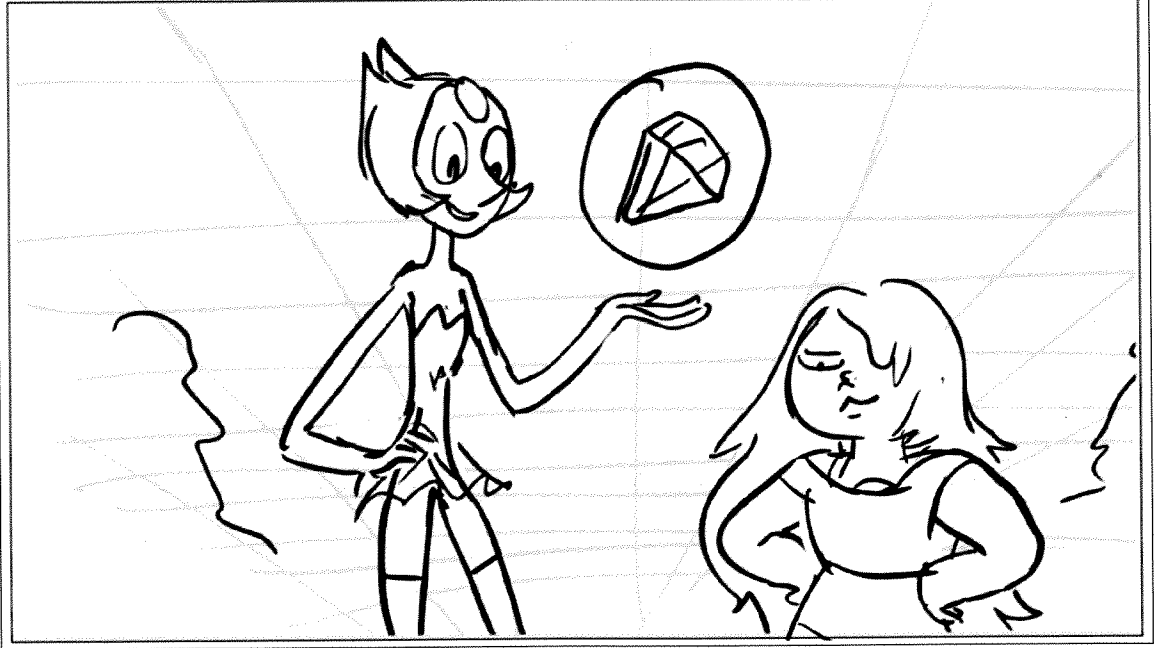
Scene	Panel
199	1



Slugging
0.05

Notes

Scene	Panel
199	2



Dialog
PEARL: I'D SAY YOU HANDLED THAT ADVENTURE...

Slugging
3.11


JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
199	CONT 3
	
<p>Dialog</p> <p>PEARL: ...VERY ...</p>	
<p>Action Notes</p> <p>PEARL holds the bubble</p>	
<p>Slugging</p> <p>0.08</p>	

Scene	Panel
199	CONT 4
	
<p>Dialog</p> <p>PEARL: ...WELL.</p>	
<p>Action Notes</p> <p>PEARL spins the bubble away; it spirals and disappears (DOES NOT travel upward)</p>	
<p>Slugging</p> <p>0.12</p> <p>JUN 10 2013</p>	

1020.007

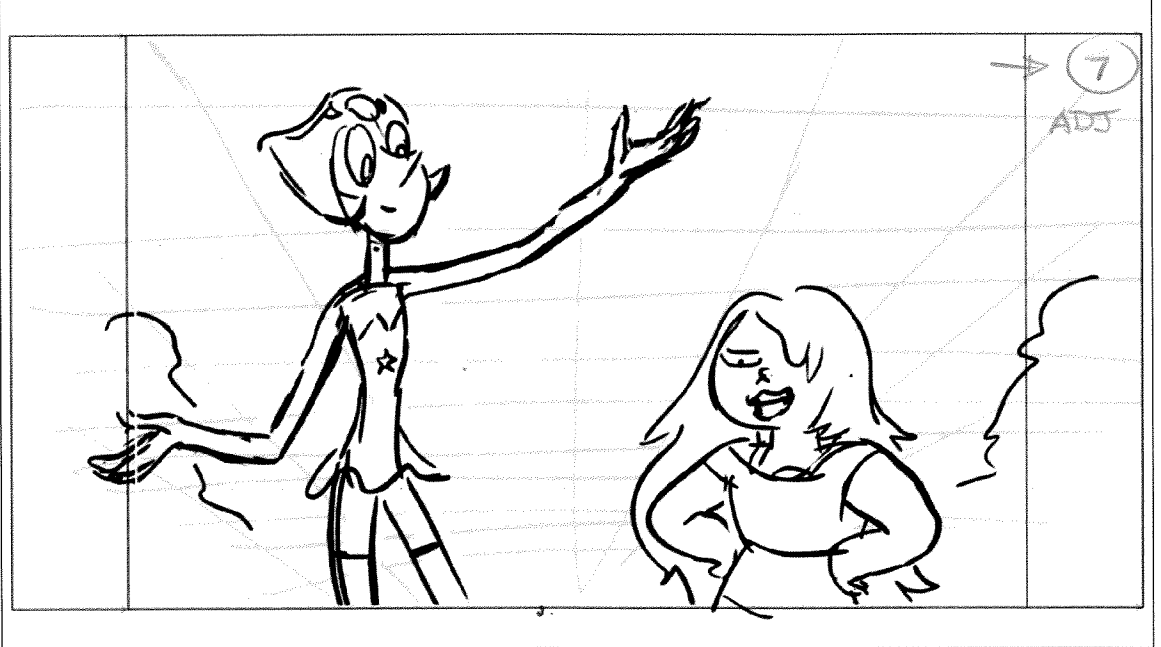
1020.007

Scene	Panel
199	CONT 5



Slugging
0.03

Scene	Panel
199	CONT 6



Dialog
AMETHYST: YEAH, NICE JOB, SERIOUS STEVEN.

Slugging
3.15

Quick ADJ then HOLD.

JUN 10 2013

Scene	Panel
199	7
CONT	
<p>Action Notes</p> <p>Amethyst leans out</p>	
<p>Slugging</p> <p>1.00</p>	

Scene	Panel
200	1
<p>Action Notes</p> <p>cycle smoke from panels 1 and 2 through scene</p>	
<p>Slugging</p> <p>0.04</p>	

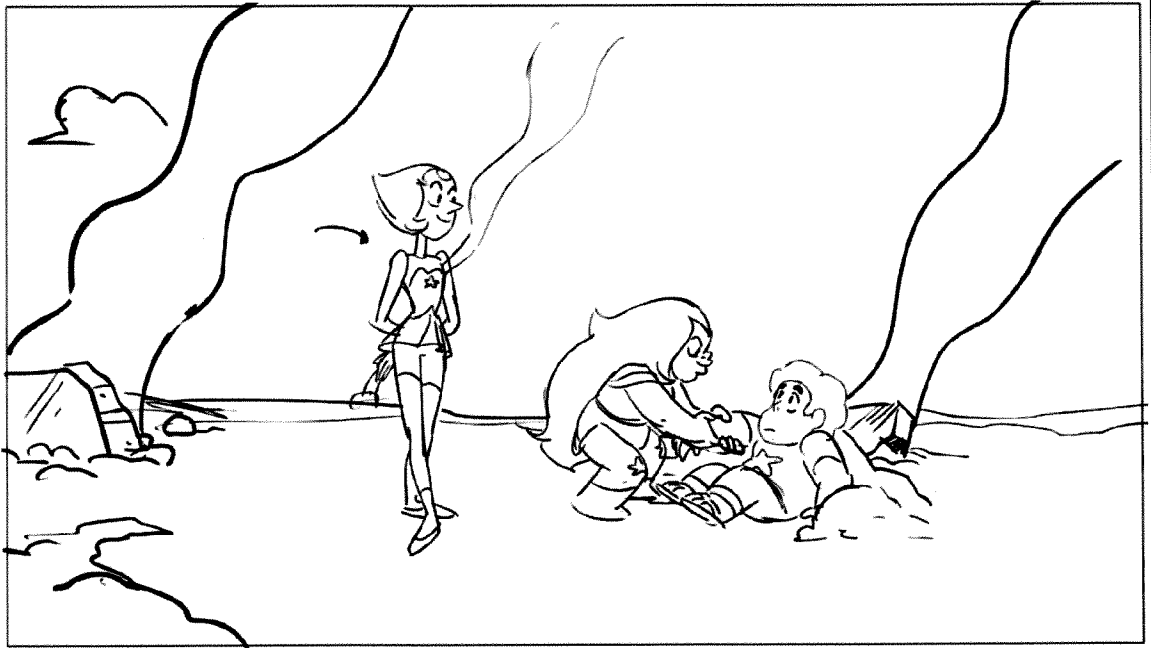
JUN 10 2013

1020-007

1020-007

1020-007

Scene 200 Panel 2
cont



Slugging
Panels 2 + 3 = 0.06

Scene 200 Panel 3
cont



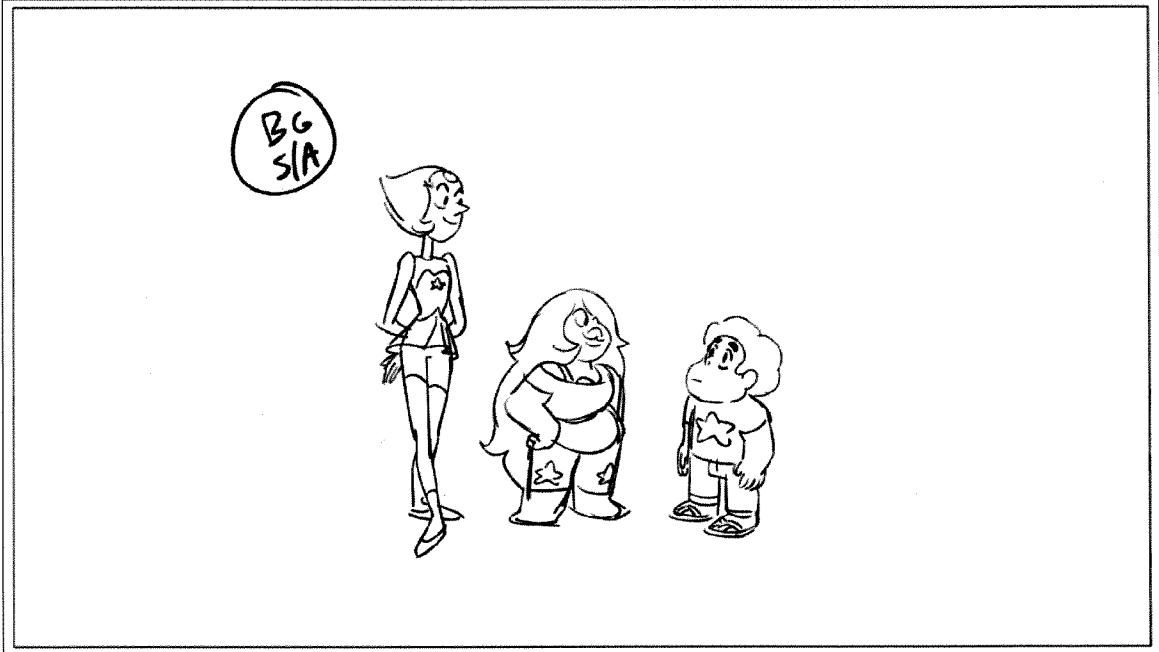
JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel
200	CONT 4



Slugging
0.12

Scene	Panel
200	CONT 5

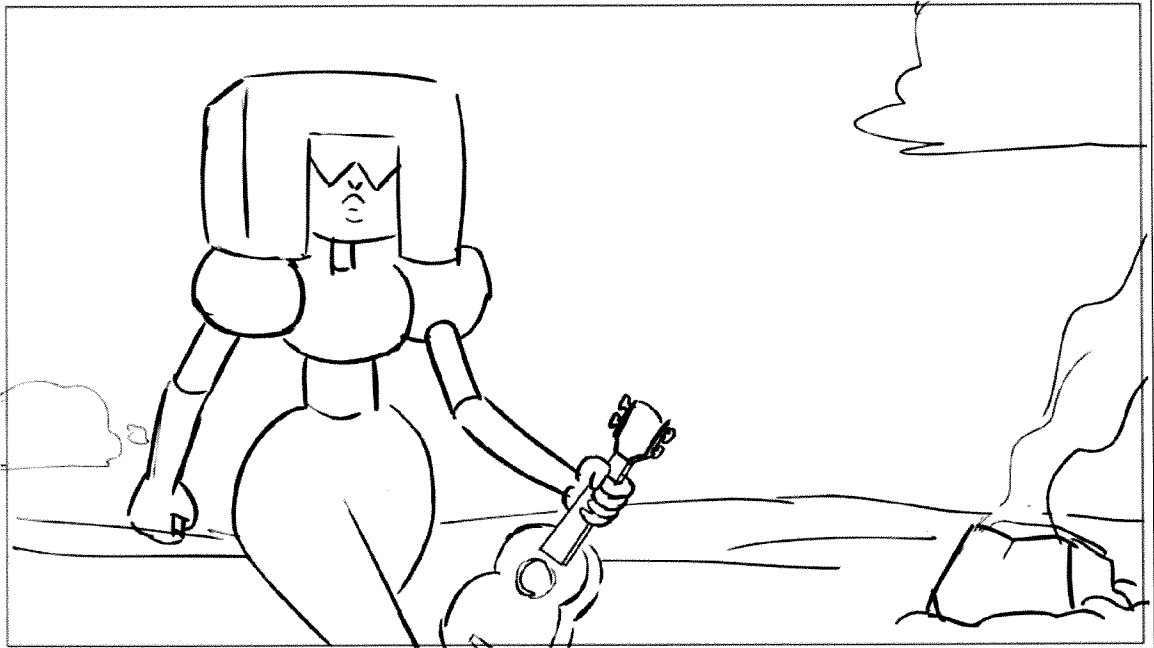


Action Notes
Garnet into scene

Slugging
0.13

JUN 10 2013

Scene	Panel
201	1



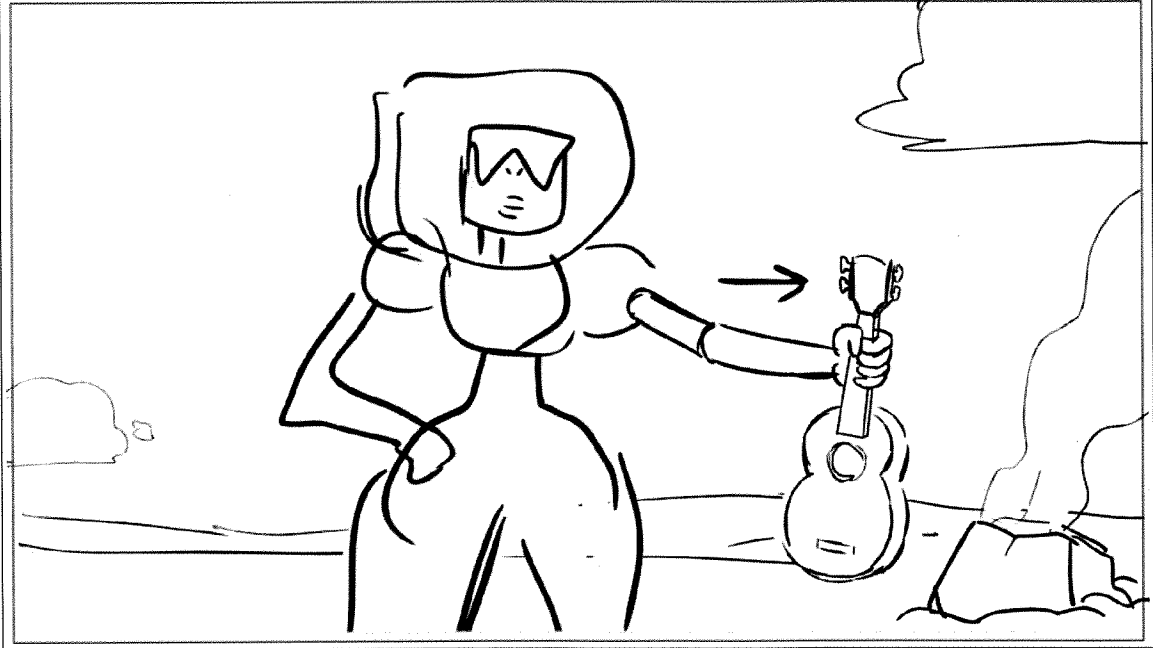
Dialog
GARNET: I PREFER REGULAR STEVEN.

Action Notes
cycle smoke from panels 1 and 2 through scene

Slugging
Panels 1 + 2 = 3.08

Notes
Need H.U. Garnet previous scene.

Scene	Panel
201	2



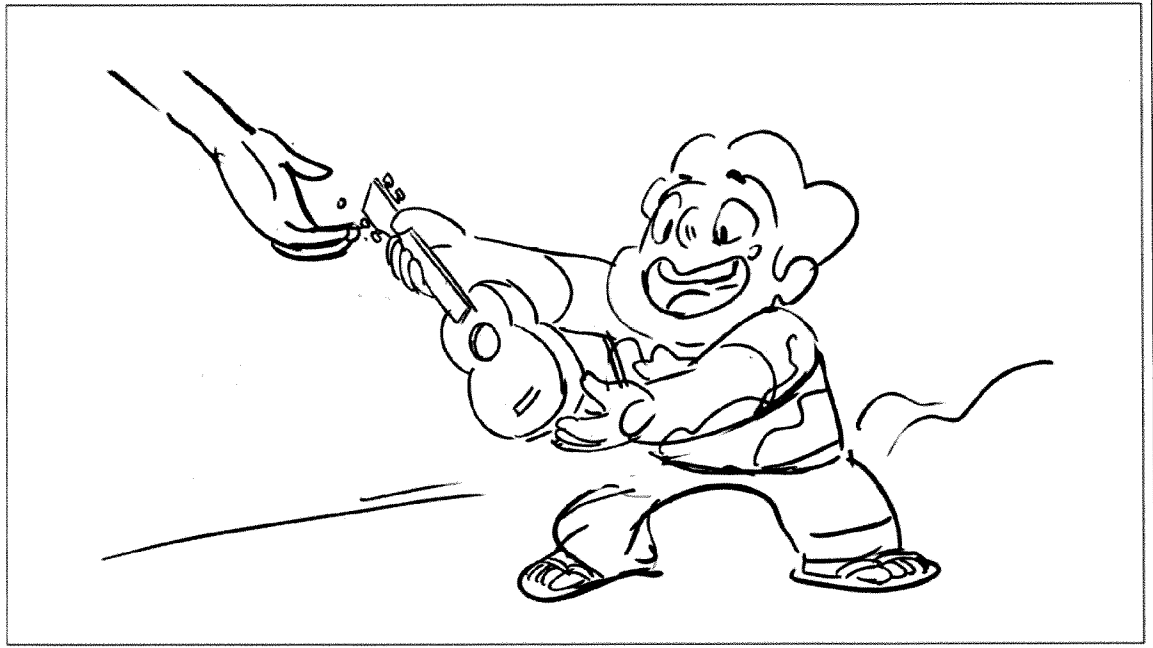
Dialog
GARNET: I PREFER REGULAR STEVEN.

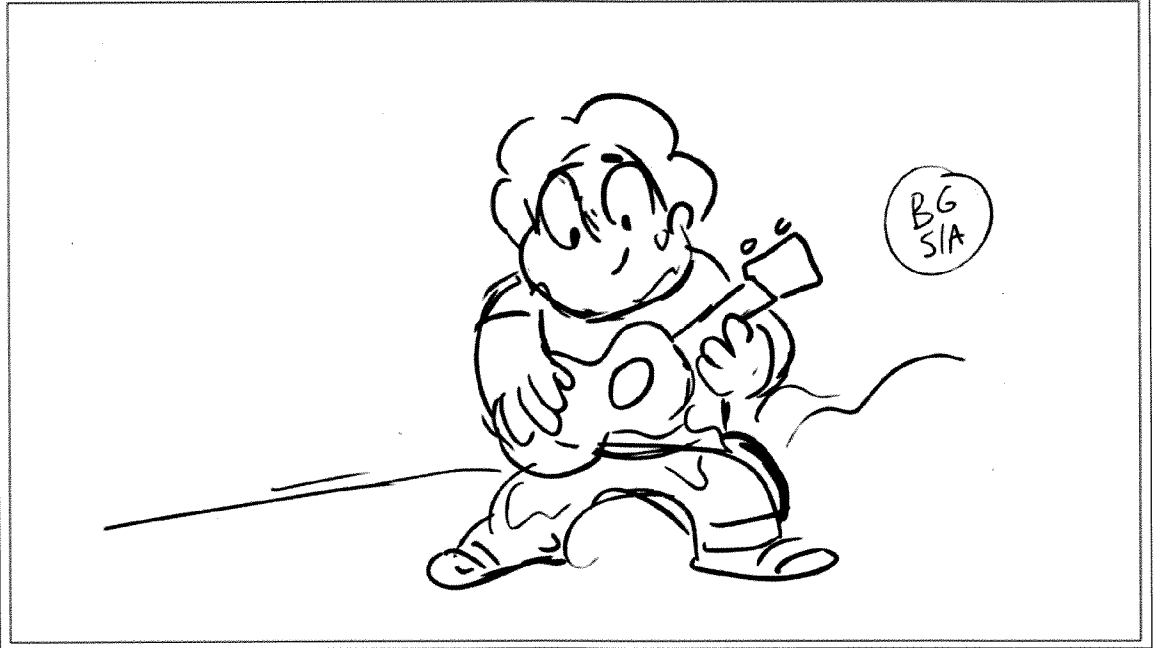
Notes
Need H.U. Garnet previous scene.

JUN 10 2013

1020.007

1020.007

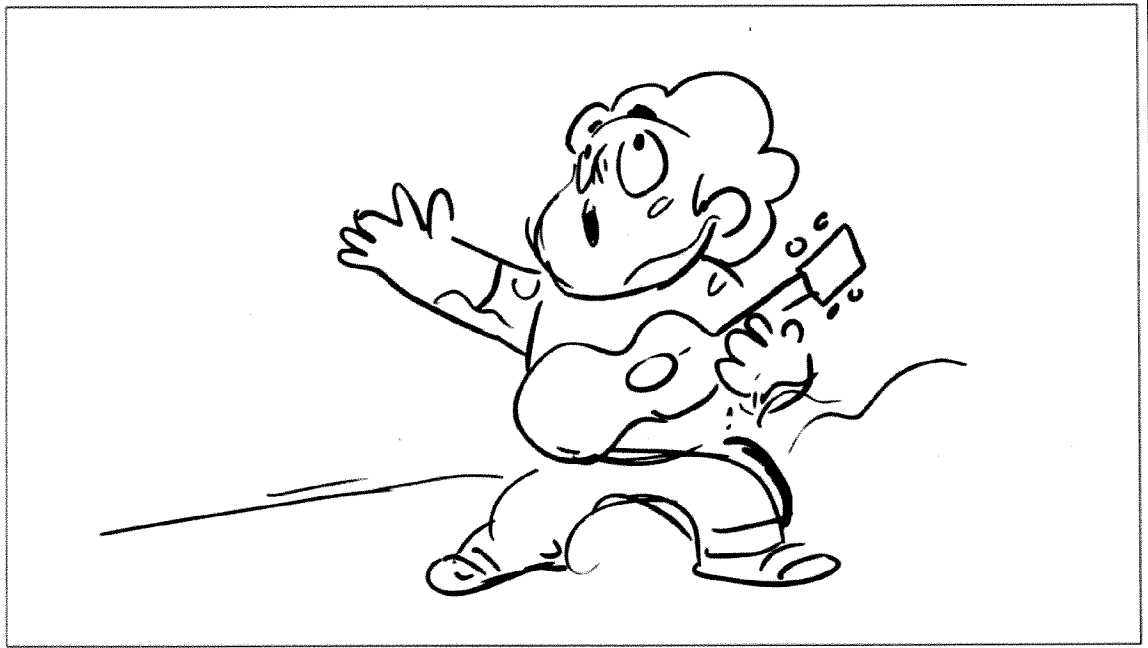
Scene	202	Panel	1
			
Dialog STEVEN: HEY MY UKULELE!			
Slugging 3.03			
Notes SP for Steven as Garnet hands in the ukelele			

Scene	202	Panel	2
			
Slugging 1.12			
JUN 10 2013			

1020.007

1020.007

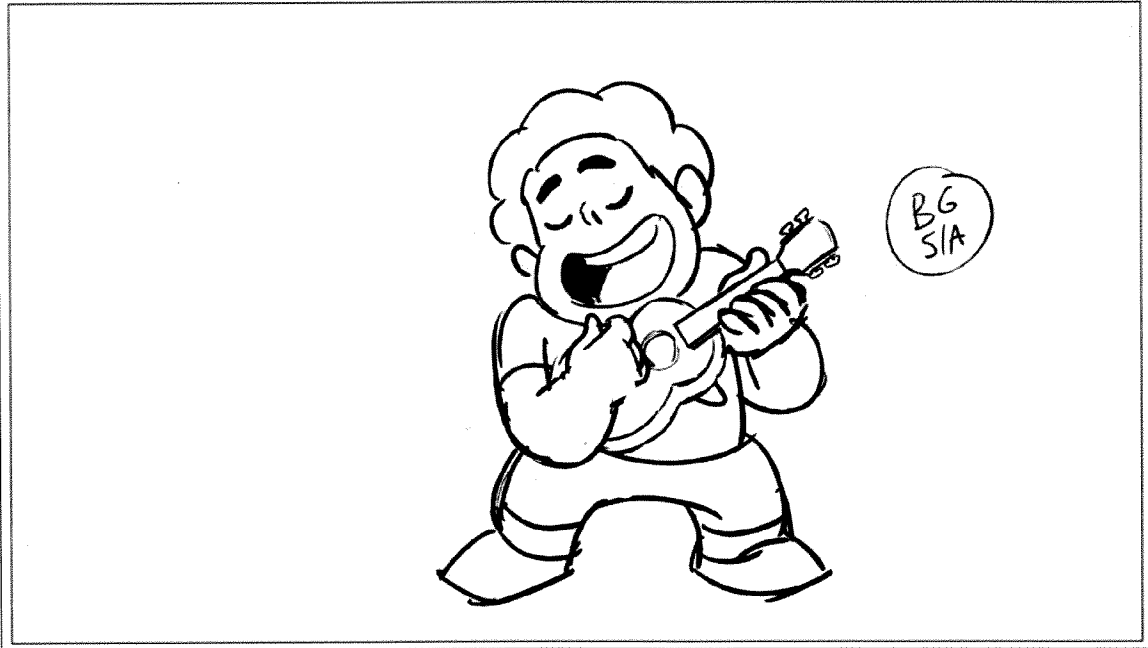
Scene 202 Panel 3



Dialog
STEVEN: (*SINGING) OHHHHH!

Slugging
2.04

Scene 202 Panel 4



Dialog
STEVEN: (*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT
SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN
THEY MADE THAT TEMPLE EXPLODE-

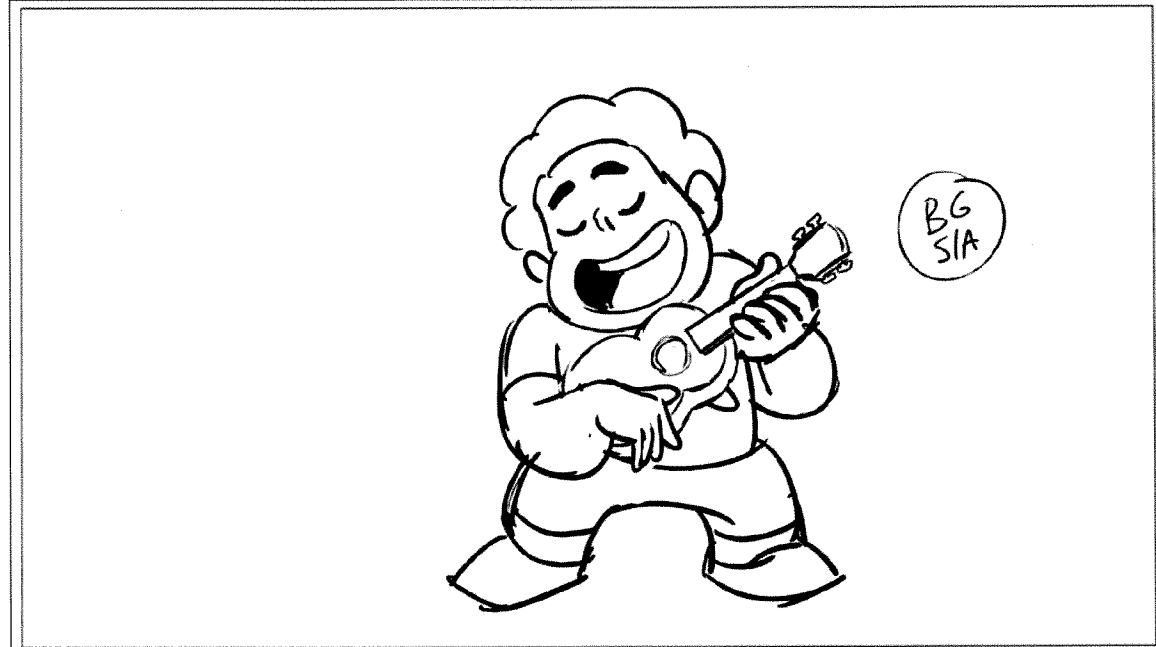
Action Notes
Steven Cycling panels 4 and 5

Slugging
Panels 4 to 9 = 13.11
JUN 10 2013

1020.007

1020.007

Scene	Panel
202	cont
5	



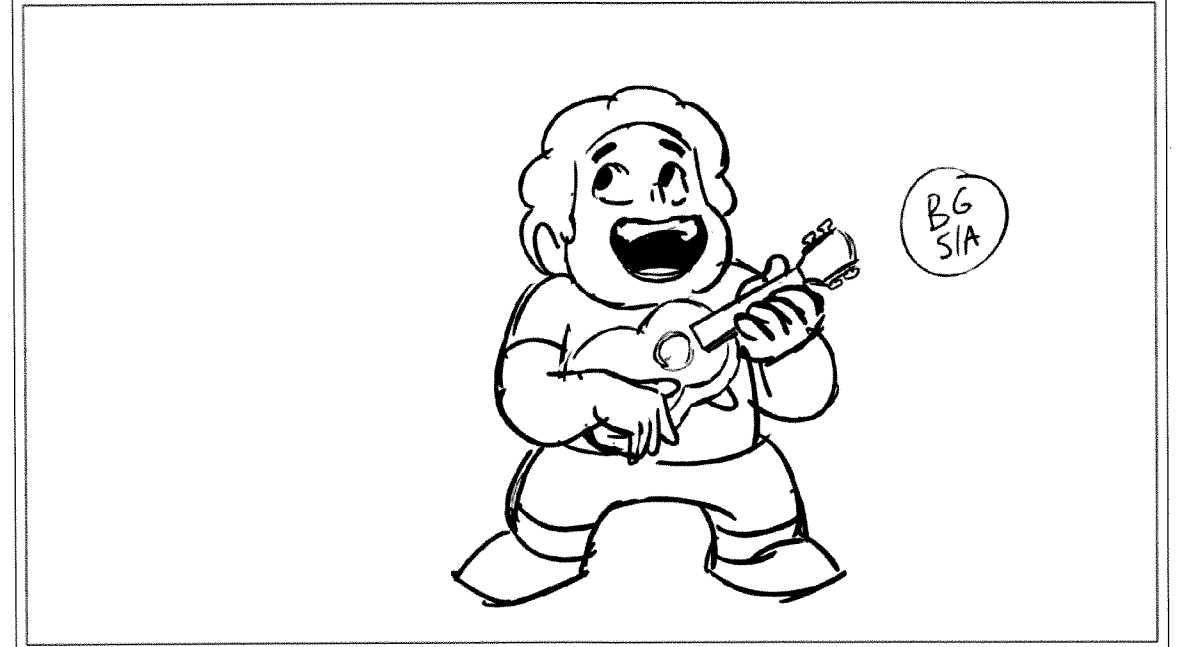
Dialog

STEVEN: (*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN THEY MADE THAT TEMPLE EXPLODE-

Action Notes

Steven Cycling panels 4 and 5

Scene	Panel
202	cont
6	



Dialog


STEVEN: (*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN THEY MADE THAT TEMPLE EXPLODE-


JUN 10 2013

1020-007

1020-007

1020-007

Scene	Panel	
202	CONT	7
		
<p>Dialog</p> <p>STEVEN: (*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN THEY MADE THAT TEMPLE EXPLODE-</p>		
<p>Action Notes</p> <p>Steven Cycling panels 7 and 8</p>		

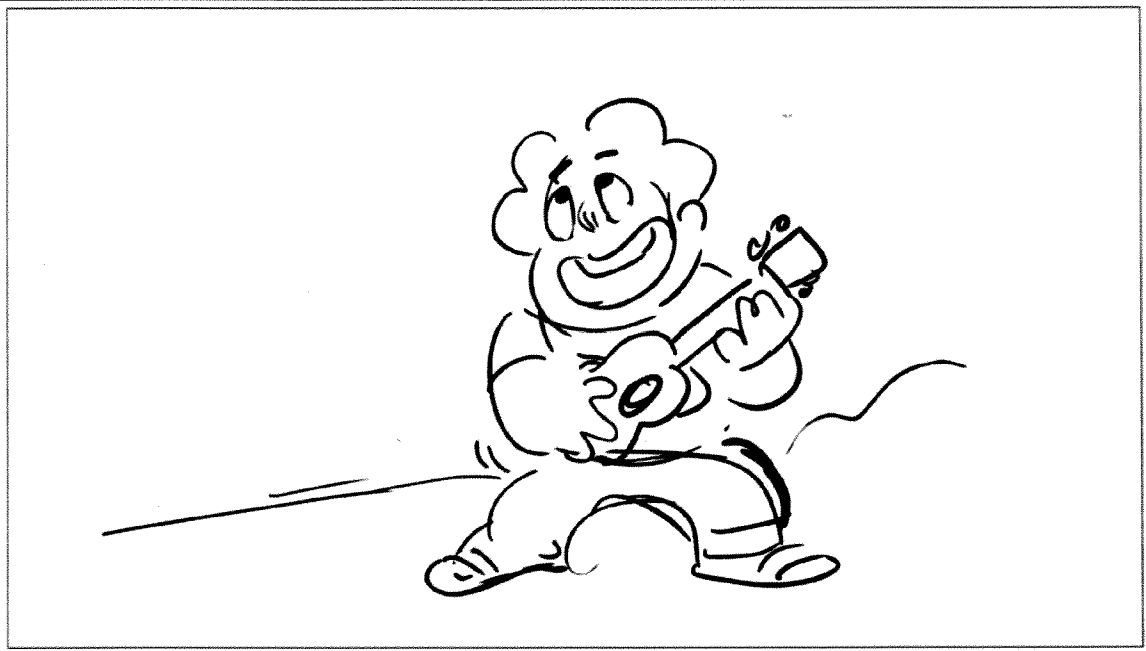
Scene	Panel	
202	CONT	8
		
<p>Dialog</p> <p>STEVEN: (*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN THEY MADE THAT TEMPLE EXPLODE-</p>		
<p>Action Notes</p> <p>Steven Cycling panels 7 and 8</p> <p>JUN 10 2013</p>		

1020-007

1020-007

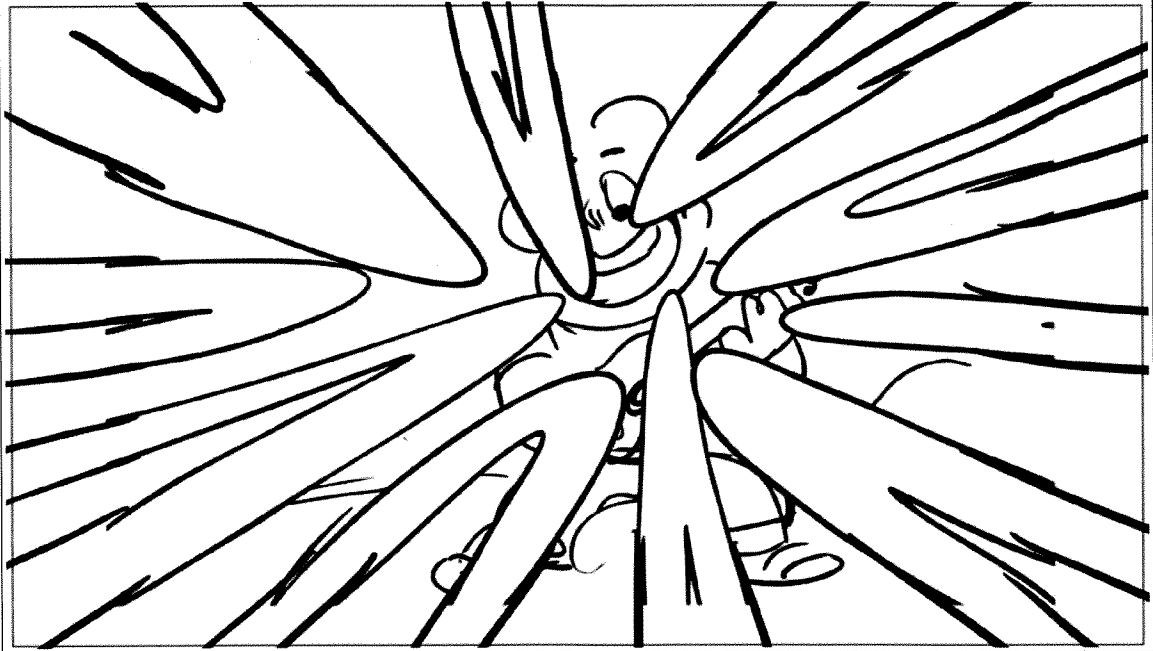
1020-007

Scene 202 Panel 9
CONT



Dialog
STEVEN: (*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT
SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN
THEY MADE THAT TEMPLE EXPLODE-

Scene 202 Panel 10
CONT



Action Notes
Butterflies swarm around STEVEN

Slugging
0.04

JUN 10 2013

1020-007

1020-007

Scene	Panel
202	11



Dialog

STEVEN: AHH!!!

Action Notes

Butterflies swarm on STEVEN

Slugging

1.00

Scene	Panel
203	1



Dialog

STEVEN: AHH THEY'RE IN MY EYES ...

Action Notes

cycle smoke from panels 1 and 2 through scene

Slugging

0.15

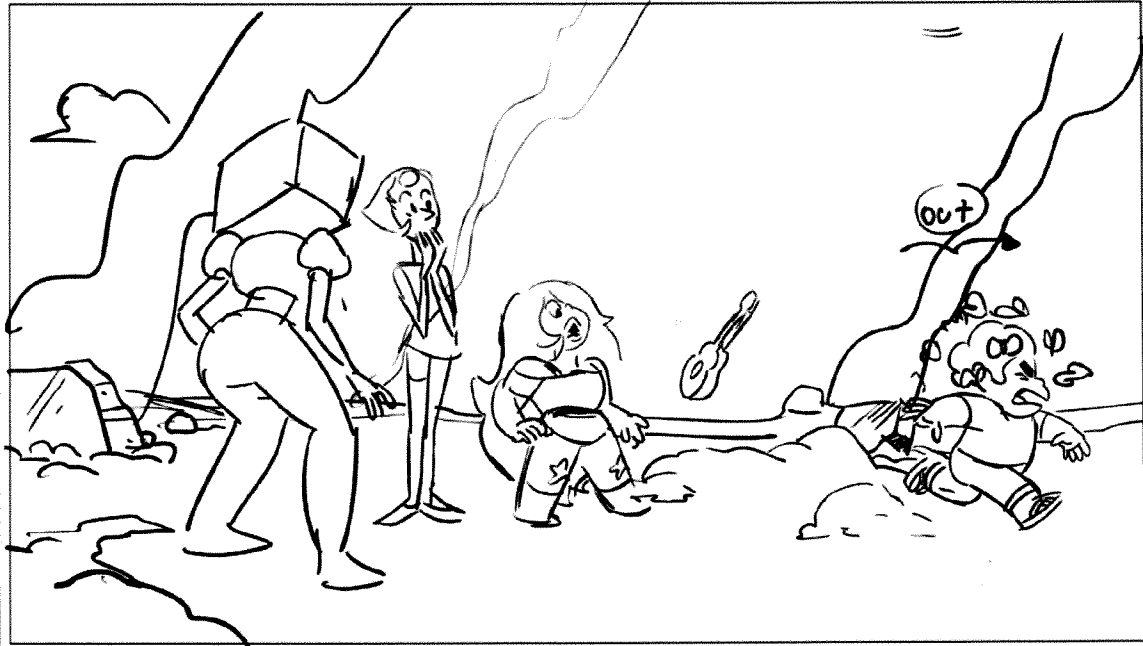
JUN 10 2013

1020.007

1020.007

1020.007

Scene	Panel
203	CONT 2

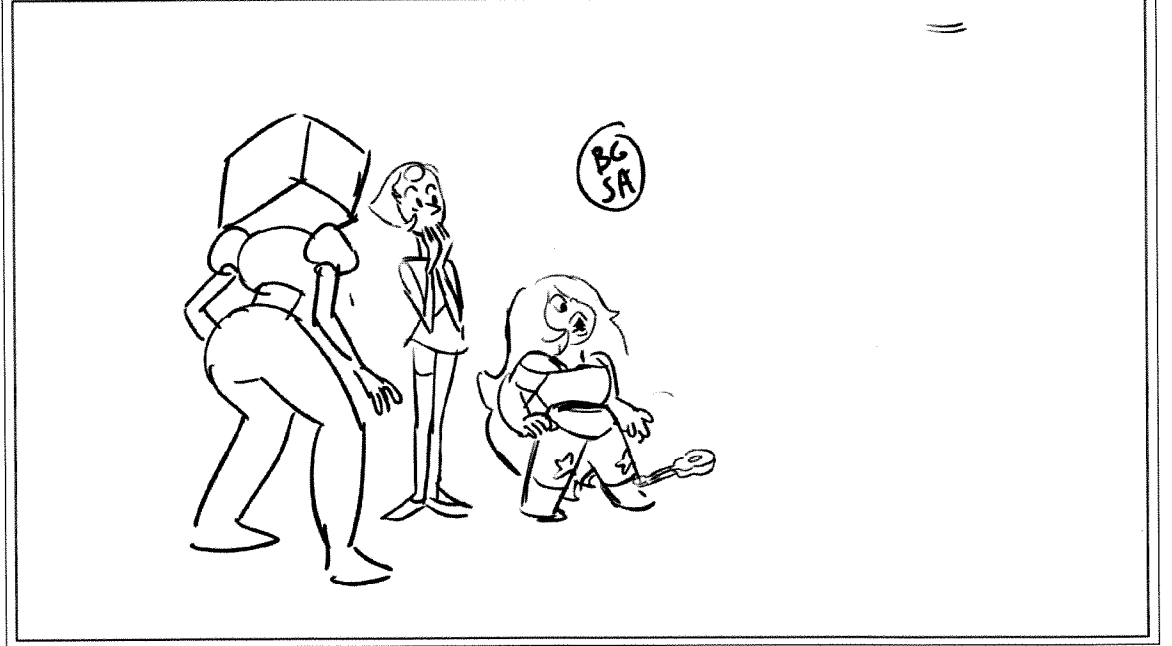


Dialog
STEVEN: ...AGAIN!!

Action Notes
cycle smoke from panels 1 and 2 through scene

Slugging
0.13

Scene	Panel
203	CONT 3



Slugging
0.08

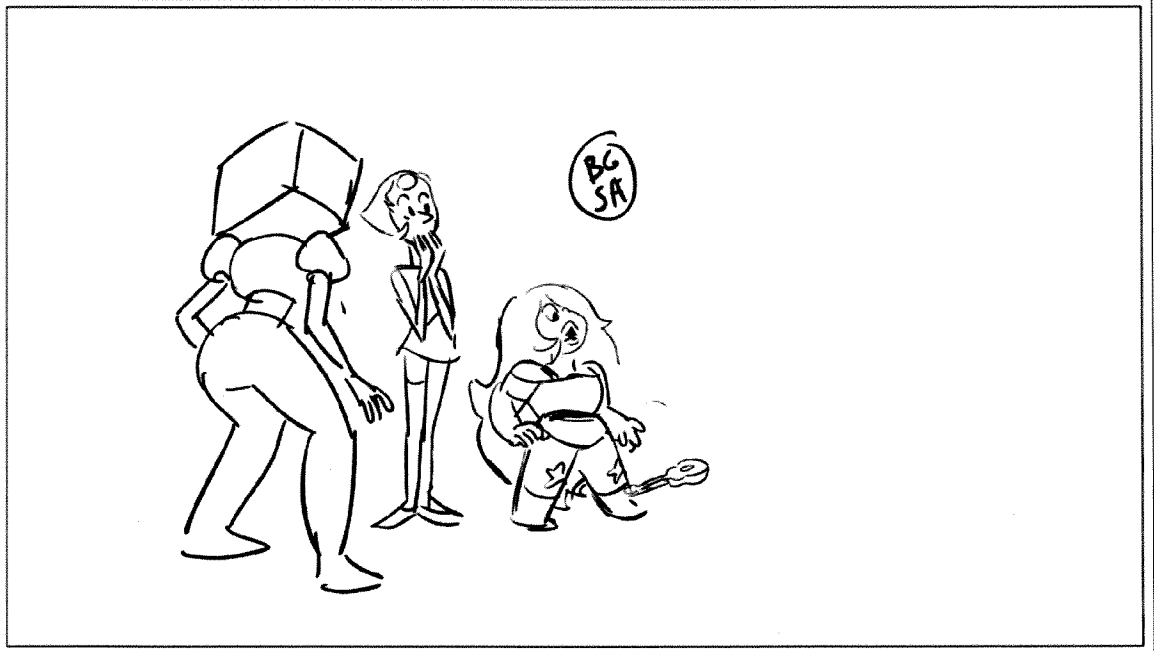
JUN 10 2013

1020.007

1020.007

1020.007

Scene 203 Panel 4



Slugging
1.03

Scene 203 Panel 5



Dialog
STEVEN: <SCREAMING>

Slugging
1.03

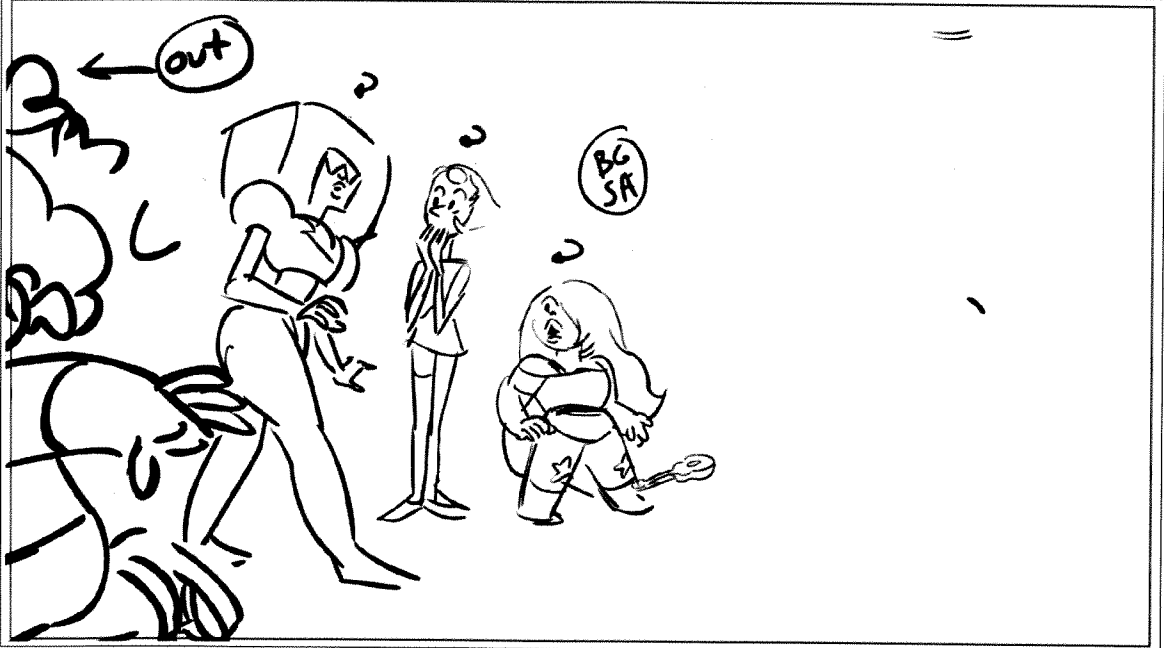
JUN 10 2013

1020.007

1020.007

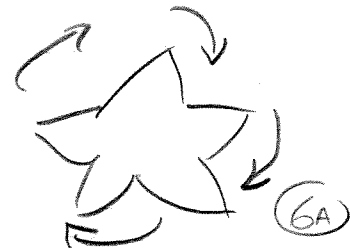
1020.007

Scene 203 Panel 6



Dialog
STEVEN: <SCREAMING>

Slugging
1.07

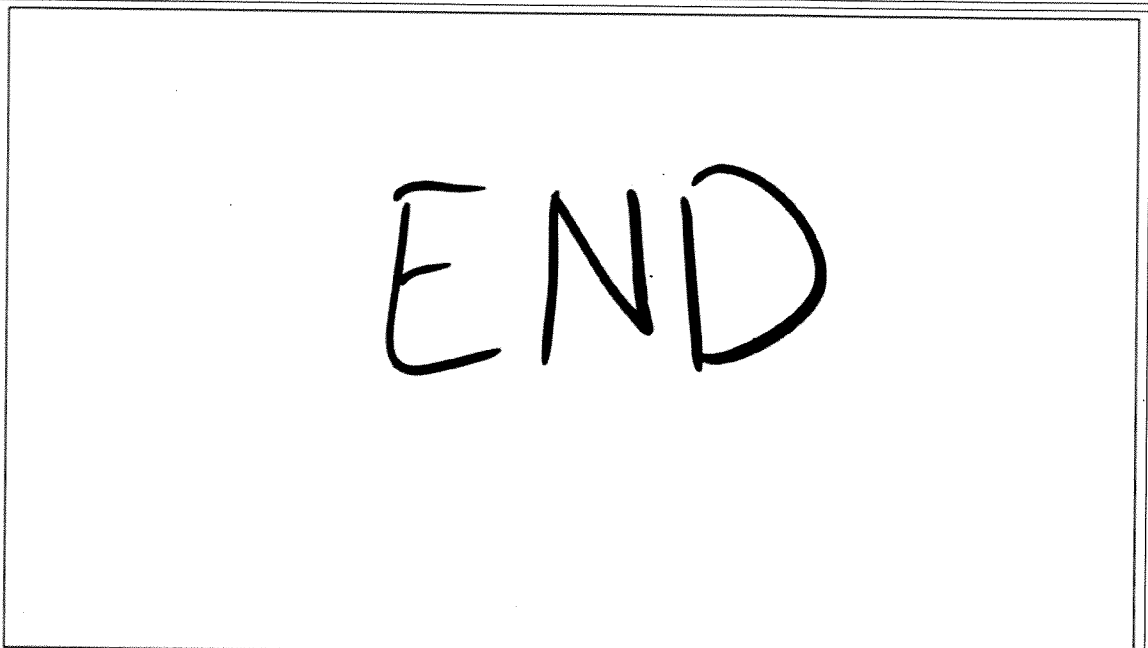


STAR IRIS CLOSES
CLOCKWISE.



WHEN IRIS IS CLOSED
(BLACK) THREE STARS POP ON,
THEN SHRINK OFF (BLACK SCREEN)

Scene 204 Panel 1



Slugging
2.01

JUN 10 2013

1020.007

1020.007

1020.007